

RAYONETA



KBC GUIDES





YOUR KEY TO THE HEART OF BAYONETTA

Fans of our guides will know that our work doesn't have much in common with your "ordinary" game guide. Our love of detail is unequalled, and the gaming skills of our authors unmatched. But does it really have to be over 400 pages with more than 200,000 words of text, just to explain a mere action game?

The simple answer is: Yes! Because there is nothing "ordinary" about Bayonetta.

Without a doubt, Bayonetta is an enjoyable game for a casual play through. But if you grab the next game to play the moment the credits start to roll, you're making a big mistake. As creator Hideki Kamiya said: "After you have worked through the game once, playing Bayonetta really starts". After 6,000 hours of play, we can certainly agree, anyone that ignores the Hard and Non Stop Climax difficulty settings, and doesn't try

to get Pure Platinum medals in each Verse will never understand the sheer genius of Bayonetta.

And yet not everyone has the time or desire to invest hundreds of hours in order to master a game. Not everyone has the experience, patience or skill to discover all the tricks, techniques and combat strategies by themselves. But those who still want to get the maximum potential out of Bayonetta – and out of themselves – will be well served by this guide. Not only will it provide tested and reliable strategies for every battle, on every difficulty setting, but it will teach how to control Bayonetta with virtuosity and win those battles in style.

Bayonetta deserves to be mastered, and this guide is your key. A noble aim, and ultimately the reason why it had to be over 400 pages.





TO EVERYONE WHO LOVES VIDEO GAMES

My name is Hideki Kamiya from Platinum Games, the director of "Bayonetta". "Bayonetta" is a work brimming with my enthusiasm. There has always been this fate-like thing from when I made "Devil May Cry" eight years ago, and "Bayonetta" is definitely along the same line. Just as our lifestyle keeps changing, the ways in which games are enjoyed has become more multifaceted in the past few years. People's expectations of what games can be have also been gradually changing.

But I believe that the primary enjoyment from playing games, the challenge of "overcoming difficulties", will never change. "Bayonetta" is a pure and authentic battle-action game with the difficulty set just right so you can enjoy the experience of "accomplishment", which is something I advocate when developing games.



The ruggedness of giving a challenge to players has not changed from 8 years ago, but I would hope for everyone to give it your all and take on this "challenge".

Hideki Kamiya, Director, PlatinumGames

HELLO ALL

I'm Yusuke Hashimoto, the producer of "Bayonetta". I'm so happy to finally be able to present "Bayonetta" to all you players outside Japan. I'm sorry to have kept you waiting.

When we started work on "Bayonetta" the aim was to make a "3D action game of the highest quality" and we wanted to create exhilarating gameplay based on "perfectly intuitive control of the character". In addition to this "feeling of touching the game", we have created a story that should astonish players, and give the feeling that many climax scenes from action movies are happening continuously.

There is no fixed style of play in "Bayonetta". You can equip weapons on your arms and legs to perform various combos. You can then combine them with accessories that add various effects, so that you really have the freedom to create your own playing style. I'm looking forward to your strategy and combo presentations, which I know will take my, and my staff's, breath away.



Finally, there are no plans to have any downloadable content (DLC) for "Bayonetta". We have put every single unlockable element we could imagine onto the one disc, so just forget all about the time and enjoy playing!

Yusuke Hashimoto, Producer, PlatinumGames

"I want you all to challenge your limits and master this game."

Hideki Kamiya's message to owners of this guide

About This Guide

There are many ways to approach Bayonetta, and there's something in the game for all types of player. This guide is designed to help you reach your goals, whether you just want to see the story through or you want to learn to play on the hardest setting without getting hit. Along the way, it can enrich your gaming experience and eventually ensure that you master the game.

If you want to experience the maximum enjoyment with Bayonetta you must be open to a challenge. Don't just stop after you have played through on Normal setting! Don't leave until you have earned a full set of Pure Platinum medals (in your favourite costume, of course). After that, there's the Achievements/Trophies, a hidden bonus mode, and the toughest battles the game has to offer. All of these and more are covered in detail throughout this guide.

The guide's six chapters are specially designed to give you the information you need to get exactly what you want from the game. Here is a brief chapter overview:

Getting Started

Want to know more about the Chapters and Verses, or your Health Gauge, or what an Angel Arm is? You're likely to have many questions about the most basic of things when you first start playing, and this chapter is your go-to reference. Consider it an expanded version of the manual that came with the game, but with more depth, and many more topics covered.

Scenario Guide

This is the "Walkthrough" chapter. Using Verse numbers and hand crafted maps, we guide you through each and every Verse of every chapter. We show you where every single collectible is located, and how to get past the few puzzles or tricky areas in the game. Turn to this chapter on a first pass through the game to ensure that you find everything possible.

Pure Platinum Battle Guide

This is a truly unique chapter dedicated to what is Bayonetta's core: defeating your enemies with style. Unlike the Scenario Guide, the focus here is purely on combat. We give detailed strategies how to complete each and every Verse with a Pure Platinum medal on every difficulty level. Note, that Boss battles are not discussed here since they consist of single Verses that are covered in the Angels chapter.

Angels

In this chapter you will find detailed entries on every enemy in the game. Everything from enemy Health Points to the number of Halos they drop when you kill them is revealed.

We reveal the best combos and techniques with which to utterly decimate each type of enemy, while also teaching you the vital defensive measures against each of their attacks, to ensure you come away unscathed.

Combat Guide

If you master the combat, you master the game. This chapter is designed to give you a full understanding of Bayonetta's deeply complex battle system. It also introduces you to weapons, Special Techniques and Accessories and how to use them effectively. It will take you from basic evasion all the way down to advanced techniques that require split second timing of individual animation frames.

Secrets

Not only is Bayonetta jam packed with action, but it is also loaded with many unlockable secrets. This chapter is designed to show you how to unlock everything. And we mean everything! From Achievements/Trophies and the bonus contents, all the way down to hidden messages and references in the game. Be warned, this chapter is full of spoilers!

Additional Guide Features

Quick Chapter & Section Finder Three unique markings make navigation through this 400 page tome a bit easier:

- The grey tab with the reddish glow at the edge of each right hand side page indicates the current chapter. This also makes finding another chapter you are looking for especially quick.
- To halo at the edge of both sides is also a chapter indication. We start with the lower Third Sphere Archangels halo all the way up to Rodin's special Gates Of Hell logo.
- Below the halo is the name of the chapter, above is the name of the section you are in.

Quick reference card You can use the reference card as a quick tool to see what every map icon and button code from the guide represents. Other information include a Chapter completion overview, a purchase list with helpful ratings what to buy first at the Gates of Hell, and an Achievements/Trophies list is arranged by category. Tick them off once you have earned them, so that you always know the status of your completion, even when the console is switched off.

Movie codes Do you have problems putting a particular strategy or advanced technique into practice? Or are you simply keen on seeing how we cope with the toughest of situations? As owner of this guide you can register for free on the FuturePress.com website and gain immediate access to the many film clips matching the contents of this book. Perfect for replaying them yourself for even more fun with your game. **See details on how to get access on the INDEX page at the end of the book.**

Table of Contents

Chapter 1

GETTING STARTED	10
Game Mechanics	12
Character Control	18
Let The Challenges Begin	32

Chapter 2

SCENARIO GUIDE	34
About this Chapter	36
Prologue: The Vestibule	37
Chapter I: The Angel's Metropolis	38
Chapter II: Vigrid, City of Déjà vu	41
Chapter III: The Burning Ground	45
Chapter IV: The Cardinal Virtue of Fortitude	49
Chapter V: The Lost Holy Grounds	50
Chapter VI: The Gates of Paradise	54
Chapter VII: The Cardinal Virtue of Temperance	57
Chapter VIII: Route 666	58
Chapter IX: Paradiso: A Remembrance of Time	59
Chapter X: Paradiso: A Sea of Stars	64
Chapter XI: The Cardinal Virtue of Justice	68
Chapter XII: The Broken Sky	68
Chapter XIII: The Cardinal Virtue of Prudence	71
Chapter XIV: Isa Del Sol	71
Chapter XV: A Tower to Truth	72
Chapter XVI: The Lumen Sage	76
Epilogue: Requiem	77

Chapter 3

PURE PLATINUM BATTLE GUIDE	78
About this Chapter	80
Prologue: The Vestibule	81
Chapter I: The Angel's Metropolis	83
Chapter II: Vigrid, City of Déjà vu	90
Chapter III: The Burning Ground	101
Chapter IV: The Cardinal Virtue of Fortitude	255
Chapter V: The Lost Holy Grounds	114
Chapter VI: The Gates of Paradise	127
Chapter VII: The Cardinal Virtue of Temperance	260
Chapter VIII: Route 666	136
Chapter IX: Paradiso: A Remembrance of Time	141
Chapter X: Paradiso: A Sea of Stars	152
Chapter XI: The Cardinal Virtue of Justice	265
Chapter XII: The Broken Sky	163
Chapter XIII: The Cardinal Virtue of Prudence	271
Chapter XIV: Isa Del Sol	172
Chapter XV: A Tower to Truth	176
Chapter XVI: The Lumen Sage	275
Epilogue: Requiem	189

Chapter 4

ANGELS	190
About this Chapter	198
Affinity	199
Applaud	204
Ardor	207
Beloved	210
Braves	214
Dear & Decorations	216
Enchant	218
Fairness & Fearless	220
Golem	223
Grace & Glory	225
Gracious & Glorious	228
Harmony	230
Inspired	232
Irenic	235
Joy	236
Kinship	240
Courage	242
Temperance	242
Justice	243
Prudence	243
Jeanne	244
Fortitudo	255
Temperantia	260
Iustitia	265
Sapientia	271
Father Balder	275
Jubileus	280

Chapter 5

COMBAT GUIDE	290
The Basics of Combat	292
The Umbran Arts	295
Scoring System	306
The Magic Gauge	309
Special Techniques	311
Advanced Melée Techniques	316
Weapons	322
Angel Arms	354
Accessories	358

Chapter 6

SECRETS	364
Unlockables	366
Defeating Rodin	373
Clearing Angel Slayer	374
Achievements & Trophies	389
Speed Run	393
40 Odds & Ends	401

AN AUDIENCE WITH PLATINUMGAMES	408
INDEX	441

Story

For aeons uncounted, there have been two factions that have watched over mankind and protected the passage of time: the Umbra Witches and the Lumen Sages. The Umbra Witches side with the forces of darkness while the Lumen Sages are aligned with the forces of light. Together, they balanced each other throughout the centuries until one day, a sacred commandment was broken. A Lumen Sage paired with an Umbra Witch, and together they conceived a child unlike any other. Once aware of this sacrilege, the Lumen Sages and Umbra Witches rose up in unison against the offenders and sealed the child away.

Fast forward 500 years. In a forgotten coffin submerged beneath a gloomy lake, a mysterious woman awakens. Unable to recall her past, or even her own name, a single memory of her unknown origin is impressed upon her – she is a child of

darkness with “witches” power”. She quickly comes to terms with her power, and masters the ability to summon forth ferocious demons and engage the servants of heaven in mind-numbing combat.

Returning to life in the modern world after centuries of absence, Bayonetta spends 20 years following the clues of her hazy memories, eventually reaching the remote European city of Vigrid. She is assaulted at every turn by Angelic foes straight from the heavens, yet she presses on in order to unlock the mysteries of her forgotten past. What lies ahead for this most unlikely heroine?



Characters

BAYONETTA



A mysterious witch of the Umbran sect, trained in their ways of combat and the dark arts, she sold her soul to a butterfly-like demon known only as Madama Butterfly. The pact sealed her fate and aligned her with the dark side forever. She bears the mark of her master in the form of butterfly wings that appear in her shadow or when she jumps.

The pact granted her great powers, but came with a great toll; she must now kill Angels as a daily offering to her new master. Failing to do so breaks her pact and will send her straight to hell. Awakening in the modern world after a 500 hundred year slumber, she is not one to sit on her laurels and immediately begins her search. Wielding titanic magical powers, she rages war against the Angels of heaven in order to keep herself alive long enough to find the key to her missing past.”

Armed with Scarborough Fair, an enchanted set of handguns equipped to both hands and feet, she practices the “bullet arts”, a combination of gunfire and melee attacks. With the aid of her consorts Rodin, a master weapon smith, and Enzo, an underground informant, Bayonetta trudges on through battle after battle. Nothing will deter her as she searches for the keys that will unlock the buried memories of her forgotten past.

JEANNE



A sleek and calculating woman as skilled as Bayonetta. Her abilities imply that she too was trained in the ways of the Umbra Witches. But when and how? Further, her powers show that she has entered into a dark pact with a demoness by the name of Madama Styx. Possessing the same dark powers and consigned to the same demonic pact, this mysterious provocateur appears unwilling to stop at any cost.

Often appearing along Bayonetta's course at the most unlikely of times, she provokes Bayonetta with an icy stare and cryptic verbal taunts. Jeanne obviously holds some information about Bayonetta's past, but her ultimate goal is unknown. Does she desire Bayonetta's death, or is there more to her hidden agenda?

Sophisticated, cunning, and fast, this mysterious woman wields her own unique set of enchanted handguns as she pursues Bayonetta doggedly. Fragmented memories and the briefest of flashbacks tell Bayonetta that she and Jeanne are somehow tied together, but by what bond? If only she could remember! Will Bayonetta be able to unravel this mystery before it is too late? Friend or foe, Bayonetta refuses to stand down.



RODIN

Once a fearsome and highly ranked Angel, Rodin was outcast during the great angelic war centuries ago. Now that he has fallen, he has nothing but contempt for his once angelic comrades. As a master weapons smith, he holds the power to craft the most sinister and powerful weapons the world has ever known. While he has no desire to directly aid Bayonetta in her quest, he has no qualms what-so-ever in arming her to the teeth with his special creations.

ENZO

Enzo is an odd and talkative man with his finger on the pulse of the underground. Styling himself in the manner of the Italian mafia, he loves the finer things in life. For Enzo, everything has a price tag attached to it, even the information that he supplies to Bayonetta and Rodin. Yet, oddly enough, he is more than a simple money monger looking out for his own good. As a loving husband and devoted father, he also has a family that he dearly loves and seeks to provide for.



CEREZA

In a damp and crumbling castle, Bayonetta stumbles upon a small female child known simply as Cereza. The child is immediately enamoured with Bayonetta and calls her nothing more than "mommy". Astonished at this proclamation, Bayonetta falters not knowing what to do. Is she truly the mother of this child? Does this child hold the key to unlocking her buried memories? Only time will tell.



LUKA

As a small child, Luka saw his father perish. His father, a determined journalist by the name of Antonio Redgrave, had been following an esoteric trail that led to Bayonetta's resting place. Upon her awakening, Luka witnessed his father being torn to pieces by some unseen force. Determined to get to the bottom of the matter, and expose Bayonetta for what she truly is, Luka takes up his father's torch and continues the investigation.



Getting started

Chapter 1

GETTING STARTED

Chapter 1

This chapter covers some basic information, aiming to help those new to this genre to familiarise themselves with the game more easily. While the game itself doesn't put many obstacles in your way at the beginning, it doesn't hurt to know the game mechanics and elements prior to your first play. In this chapter, you will get to know your general possibilities and also your limits as Bayonetta.





GAME MECHANICS

In this section we'll go over the basics of gameplay. We'll cover the underlying mechanics that make the game tick so that you fully understand what is going on and how you can interact with the world of Bayonetta.

Game element	See page
New Game	12
Tutorial	12
Saving & Loading	12
Difficulty Levels	12
Game Screen	13
Chapter & Verse	14
Alfheim Portals	14
Loading Screen	14
The Gates of Hell	15
Inventory	15
Quick Time Events (QTE)	16
Bosses	16
Puzzles	16
Angel attack	16
Play History	17
Umbran Tears Of Blood	33

New Game

Starting a New Game from the Title Screen will begin a new instance of your adventure. A new game always starts with the opening Chapter "The Witch Hunts". During this opening Chapter, you have full control of Bayonetta from the past, meaning she is dressed in her old costume and using archaic guns. There is no health or penalty for taking damage during this opening Chapter, nor are you ranked on it. Use this Chapter to experiment with the intricate combat system by using combos such as     , and so on.

Tutorial

By default, the Tutorial is On when you play the game. You can turn it off via the menus before you start a Chapter; the Tutorial cannot be turned off while you are playing a Chapter. The biggest part of the Tutorial will be displayed when you play the Prologue Chapter: The Vestibule. You will be taken to a special training area and introduced to the basics of combat. Simply follow the on-screen display to get through the training. As you play the game, hints will occasionally be displayed in the lower left-hand corner of the screen when you are introduced to new elements, or tricky parts, of gameplay.

→ □ 01

Saving & Loading

There are three separate save files maintained for Bayonetta. The System Save file tracks any changes to system configuration. The Auto-Save file saves at various checkpoints and event points in the game. The Player File holds your manual saves. The system file is ready on power-up so that your saved game settings are put into place.

When you choose to "Continue" a game, the Auto-Save file is loaded and you begin again from the last checkpoint or event point you triggered during your last play session. When you "Load" a game, you will begin the game from the last point you manually saved it at the Chapter start screen.

Red Hot Tip! Auto-Saves and the Player File will not match unless you manually save. Strive to manually save your game before turning your system off to ensure your Player File is always fully up to date.

Difficulty Levels

There are five difficulty levels of gameplay in Bayonetta. When you first start playing, you have access to only three levels. By completing the game on the appropriate difficulty level, you can unlock two additional ones. Each difficulty level makes adjustments to several aspects of gameplay.

In Very Easy Automatic and Easy Automatic, the Immortal Marionette accessory is automatically equipped, thus turning on Automatic combat. In Automatic mode, all you need to do is press  or  repeatedly and the CPU will decide the best moves and make combos for you – you can actually play the game with one hand in this mode. You can unequip this accessory during Very Easy Automatic and Easy Automatic gameplay, if you would like to disable Automatic mode and instead take full control of combat.

Very Easy Automatic, Easy Automatic, and Normal are available from the start. You have to complete Normal to unlock Hard. You have to complete Hard to unlock Non Stop Climax (Very Hard).

Aspect	Very Easy Automatic	Easy Automatic	Normal	Hard	Non Stop Climax
Enemy attack damage	50%	50%	100%	200%	300%
Enemy set	Easy setting	Easy setting	Normal	Hard setting	Very Hard setting
Enemy aggression	Low	Low	Normal	High	High
Bayonetta's attack damage	200%	200%	100%	100%	100%
Ranking requirements	Easy set	Easy set	Normal set	Hard set	Very Hard set
Default Health bar setting (% of 1 bar // HP)	100% // 4,000*	100% // 4,000*	50% // 2,000	50% // 2,000	50% // 2,000
Default Magic bar setting (Bars filled // # of orbs)	2 // 16*	2 // 16*	1 // 8	1 // 8	1 // 8
Broken Witch Hearts, Broken Moon Pearls, Crows	Not available	Not available	Available	Available	Available
Alfheim Portals	Not available	Not available	Available	Available	Available
Quick Time Events (QTE)	Cannot fail	Can fail	Can fail	Can fail	Can fail
Health regenerates if not taking damage for 5 sec.	Yes	No	No	No	No
Loss of Magic for taking damage	No	No	Yes	Yes	Yes
Immortal Marionette equipped	Yes	Yes	No	No	No
WitchTime	Yes	Yes	Yes	Yes	No

*cannot be upgraded

Game Screen

While playing the game, a lot of valuable information is displayed on screen. Some of that information is context-sensitive and will not always be displayed 100% of the time. While you explore the area (i.e. not fighting), the game screen is almost free of elements, which allows a clearer view of your surroundings. The table shows all possible information as well as conditions for each item to be displayed.

Red Hot Tip! Apart from the conditions listed in the table, you can cause the basic on-screen display to reappear by pressing any of the attack buttons, the Evade button, or the Lock-on button.



Display	Description	Condition for display
Health Gauge	Amount of Health you have.	During an attack.
Magic Gauge	Amount of Magic you have stored.	During an attack.
Special Weapons Gauge	Type and durability of the currently equipped Angel Arms.	While you have an Angel Arm equipped.
Verse Number	The Verse you are currently playing.	During a Verse.
Combo Scoring	The collected points, their multiplier and the total combo score during your attack.	After you hit an enemy.
Lock-on Indicator	This kiss icon indicates which enemy you are locked to.	When you have locked on to an enemy.
Enemy Health	How much health the targeted enemy has left. Not all enemies display this.	Near an enemy, or when you have locked on to one.
Halos	The total number of Halos you have collected so far.	During an attack.
Equipped Item(s)	Items that you have set to the D-Pad for quick use.	Must have consumables set to one or more D-Pad slots and then tap the D-Pad.
Weapon set A or B	The weapon set (A or B) that you have just switched to.	After switching to the other weapon set. Displays for just a few seconds.

Chapters & Verses

Bayonetta takes place across a series of Chapters. Each Chapter tells you a little more of the story and introduces you to more and more combat. All Chapters are divided into Verses, which are basically enemy encounters. Some Verses you'll find in the normal way, but others are hidden, which means you'll have to seek them out.

After each Verse, your performance in that Verse is evaluated in three categories: Combo Points, Time and Damage. Depending on your result, you'll be given a particular medal in each category: Stone is worst, Platinum is best. If you manage to get a Platinum medal in all three of them, you'll win the ultimate medal: Pure Platinum.

Red Hot Tip! Verses are not connected to each other, which means you don't have to rush from place to place to get a good score in the Time category. Each Verse has its own time clock that begins counting once the Verse has been triggered. When triggered, the start of a Verse is displayed by an on-screen message. You'll know the Verse has ended when the medals are awarded on the right-hand side of the screen.

Hidden Verses

Once you have completed a Chapter, you'll see all the medals you have previously earned in each Verse of that Chapter. If medals are missing (as indicated by a dark and unfilled circle), you'll know you missed a Hidden Verse. That is to say, not every Verse in a Chapter will be triggered by simply making your way through the Chapter. Certain enemy encounters take place in a location that you have already passed or have not fully explored. You might even have to backtrack at the right time to the right place in order to find it. But don't worry, our Quick Reference section of the Scenario Guide shows you how to find all Verses in all Chapters at a glance.

About Cutscenes

As a Chapter unfolds, the story will be told through cutscenes and other bits of dialogue. While we strongly suggest you watch every cutscene at least once, it is understandable if you want to get back to the extraordinary gameplay of Bayonetta as quickly as possible. To skip a cutscene, press the Pause Menu button and confirm by selecting "Yes." Not all scenes can be skipped.



Alfheim Portals

This is a special type of Hidden Verse. These are typically located in areas that you have already passed, or would not normally pass in order to progress through the game. You are generally required to backtrack to areas you have already passed in order to find these. You'll know you have discovered one when you see the glowing circular symbol on the ground. Stand on this symbol and you'll be asked if you wish to enter. →□ 01

After entering an Alfheim Portal, run forwards to the battle ground to get started. Each portal presents you with a special combat scenario, in which you must kill a set number of enemies in a specific way. Follow the on-screen directions and kill the enemy in the specified manner and you'll clear the Alfheim Portal. If you fail a portal, it does not count as a death, so don't worry if it takes you a few tries to get the hang of a specific one. It should be noted that you cannot use Items in an Alfheim Portal.

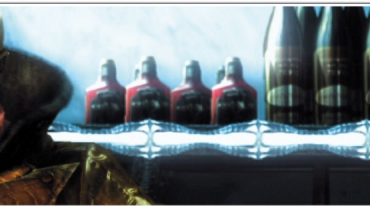
Completing an Alfheim Portal will earn you a Broken Witch Heart or a Broken Moon Pearl and will also totally refill your Magic Gauge. Each difficulty level of Normal, Hard, and Non Stop Climax has its own enemy set per Alfheim Portal. The Pure Platinum Battle Guide in this guide shows you how to accomplish each portal with a Pure Platinum ranking.

Loading Screen

When you first begin a Chapter you will find yourself in a dark and void area, which is the Loading screen. By pressing the Game Menu button during that loading period, you will enter Practice Mode and can stay in that special area indefinitely as you practise your combo moves. On the right-hand side of the screen is a list of the combo moves that are available to your currently active weapon set. Use the D-Pad (Up & Down) to scroll through the combo list to learn the proper inputs and to also see a numerical count which shows how many times you have used that combo. You can also press Left & Right to hide/unhide the combo list.

For combos that are activated by a Technique you purchased from the Gates of Hell (page 26), you'll see a faint Gates Of Hell icon on the left side of the combo box. If you don't see the icon, then the combo string is not tied to a Technique, but is standard for the weapon set you are using.

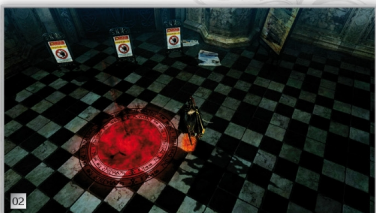
While in Practice Mode, you can switch freely between weapon sets, but you cannot equip other weapons. Press the Game Menu button to exit from Practice Mode and return to the game.





The Gates of Hell

Once you've reached a certain spot within Chapter 1, you will gain access to the Gates Of Hell. These are glowing red symbols located at various spots in the game. Simply stand on these symbols and you'll be asked if you wish to enter the shop. →  02



In the Gates of Hell, you will use Halos as currency (defeated Angels leave Halos behind that you can collect). Rodin has many stock items for sale, and many that you'll need to unlock. Rodin won't sell Lollipops, Red Hot Shots, and Magic Flutes, if you already have one (or more) in your inventory. Instead, he'll claim that he is Sold Out.

Check the "Items" section of this Chapter for a complete list of Items that can be bought from Rodin. For a list of the available weapons from Rodin, see "Weapons" on page 27. Accessories and Techniques are listed in the Combat section on page 26. Rodin's Treasures are revealed in the Secrets Chapter on page 367.

Inventory

When you press the Game Menu button, you will pause the game and be taken to a screen with four tabs. These tabs contain the inventory of all the weapons, files, and items you are carrying.

Equip

On this screen you can equip weapons to your Weapon Sets and accessories to your accessory slots. There are only two accessory slots for regular use. The third slot you see can only be filled by the Immortal Marionette accessory.

About Weapon Sets

You can use up to two unique weapons at one time – one for your hands and one for your feet. But Bayonetta takes it a step further and allows you to have two unique Weapon Sets that you can swap between on the fly and in real time.

From the Equip menu, you can equip your weapons to your hands and feet for each Weapon Set. On the left-hand side of the screen is a circular symbol with all the weapons you have acquired located on it. Inside the circle, you'll see A and B with four smaller circles. The two circles under A are for Hands & Feet (in that order) which constitutes Weapon Set A. The circles above B are for Hands & Feet for Weapon Set B.

Press Up or Down with the D-Pad or Left Stick to select a weapon and then choose the circle in the Weapon Set you wish to equip that weapon to. Some weapons can only be equipped to hands, some to only feet, and there are some that can be equipped to both. In some cases, you will need to purchase the Alternative Version of the weapon from the Gates of Hell in order to equip it to both the hands and feet of one Weapon Set. However, it is perfectly acceptable to equip the same weapon, even if you don't have the Alternative Version, to the same location of a different Weapon Set.

Item

On the left, you will find your current inventory of all consumable items, as well as the number of Broken Witch Hearts and Broken Moon Pearls you are carrying. On the right is where you will find your concoction items and be able to make concoctions; we'll discuss these in greater detail later in this Chapter.

Some items, such as Lollipop, can be equipped to the D-Pad for on-the-fly use during gameplay. Select the item you would like to equip, and in the lower right-hand corner you'll see the options Use and Set. If you use the item, you'll manually consume it on the spot. If you Set the item, you can pick one of the three circles on the left. The circles correspond to Left, Top, and Right on the D-Pad. During gameplay, you can use the items equipped to those circular slots by pressing and holding the desired direction. For example, if you equip the Magic Flute to the left circle, then press and hold Left during gameplay to use it.

File

These files give you valuable insights into the game, as well as allowing you to view available combo information for weapons and turn special Techniques on and off.

File	Description
The Hierarchy Of Laguna	Enemy list. Entries are filled as you encounter new enemies.
Rarities	Achievements/Trophies and Crows.
Tome Of Umbran Arts	Combos of weapons in your inventory and learned Special Techniques.
Antonio's Notebooks	Notebooks that give you more insight into the story.
Infernal Demons	A list of the Wicked Weave & Cirmax Kill demons.

Quick Time Events (QTE)

During certain parts of the game, typically at the end of a cutscene or special event, you'll face a Quick Time Event. QTEs require you to enter a special controller input, such as pressing **△** or **×**, within a short period of time. QTEs are indicated with a special display in the lower centre portion of the screen. When you see the special QTE display appear, quickly look at it to discern what you need to press and then do so before time expires. If you fail, you will die. →□ 01

Most QTEs are simply a button press, or a series of the same button press repeated, but a few do require you to use the Left Stick and a button press, so be vigilant and alert and never let your guard down. You can also check our Scenario Guide. It warns you prior to every QTE encounter.

Bosses

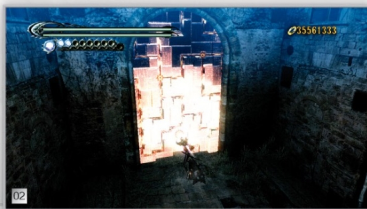
Bosses are particularly large and very skilled enemies in the game. Beating a Boss will net you a nice Halo bonus at the end of the Chapter. Some enemies within a Chapter will count as a Boss fight, while other Bosses have their own dedicated Chapters. As you might imagine, in a Chapter dedicated to just the Boss, there is nothing to do other than fight the Boss.

Puzzles

There are a few tricky places in the game that require you to think a bit. Nothing terribly ponderous, but you will be required to stop your hacking and slashing and figure out what is going on.

Golem Walls

These are special walls that will block your path through a doorway to the next area. In most cases, all you need do is attack the



wall to destroy it. Once it has been destroyed, you will need to move past it before it re-forms. In some cases, the wall re-forms so quickly that you can't get past it – at least not in regular time. That is where the Witch Statues come in! →□ 02

Witch Statues

You'll find this pair of statues in various areas of the game. One statue is of an Umbran Witch, the other of a Lumen Sage. When you find a pair of these, this is a hint that you'll need to activate Witch Time in order to progress. In some areas one of the statues is broken. You'll need to inspect the statue to trigger its re-formation – which often triggers an enemy encounter. →□ 03

To use the statues, approach them – it doesn't matter which one – and press **△** to pick them up. When they are raised, you have ten seconds to drop them and trigger the action. When you drop them, lightning will strike you within two seconds. What you need to do is Evade that strike in order to trigger Witch Time. Do this correctly, and you'll be able to use the slowed time to your advantage in order to get past a puzzle element. When Witch Time is active you can walk on water and get past the rapidly re-forming Magic walls.

Red HotTip! Once you have raised a statue, you are free to transform into the Panther and run to wherever you like before triggering the statue to drop.

Angel Attack

When you have finished a Chapter, you will be treated to a special mini-game, called Angel Attack. To play, you will use Arcade Bullets. Each bullet grants you three shots during the game. You start each Chapter with three Arcade Bullets in your possession and can find more during the Chapter. However, you cannot store unused bullets – it's a use-it-or-lose-it kind of thing.

The number of shots you have is displayed in the lower portion of the screen. However, only 33 shots can be displayed at a time, so any shot over 33 will not immediately appear until you begin using them (by shooting at the enemy).

The mini-game is a first-person shooter in which you must target and destroy as many as possible of the enemies that appear on screen. There are three enemy types to deal with. →□ 04

Angel Attack Enemies		
Enemy	Shots to Kill	Points
Decorations	1	3
Affinity	2/1*	5
Dear	1	10

*1 if head shot

While the Affinity Angels require two body shots to kill them, you can earn a one-hit kill with a headshot. Also, you will obtain a Double Kill Bonus worth 10 extra points if you kill two of the same enemy within 2 seconds. So, if you manage to make two headshots on two Affinities, you will gain 5 points each for the Affinity kill, and an additional 10 points for the Double Kill which gives you 20 points.

To get the most points for your bullets, you'll need to perform headshot Double Kills on the Affinity Angels or kill only the Dears which are worth 10 points by themselves. Killing two Dears grants you 20 points for two expended bullets, or a more difficult headshot Double Kill will grant you 20 points for two bullets as well.



Once Angel Attack is over, you can trade your points for items. Unlike the Gates of Hell, you can acquire as many of the same item as you like. You can cancel out of Angel attack at any time to claim the points you have accumulated. For every one point you earn in the game, you get 100 Halos. You can also opt for 200 Halos per unused Arcade Bullet. If you're looking for Halos, you can get more for points than bullets, but trading in points takes time to play the game, and you need to play it well for truly high scores.



Check the "Items" section of this chapter for a complete list of Items that can be traded in Angel attack.

Red HotTip! There is no time limit for Angel attack, so you can take as long as you like and shoot only the rare Decorations for the highest possible score.



PLAY HISTORY

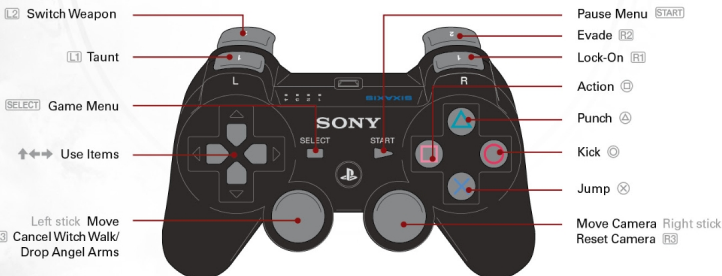
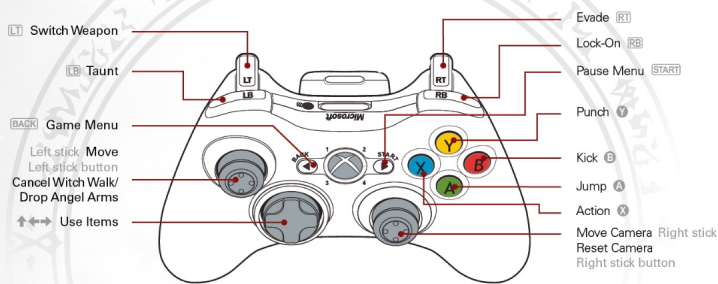
After you have cleared the game once on Normal, a new option will be added to your Chapter Select Menu, and that is Play History. This special page shows you all the difficulty levels you have unlocked and has slots for each Chapter, per difficulty level. Each slot will hold a Statue Award for every Chapter that you have completed and been ranked on. You can select each slot to see details on your play performance within that Chapter. When you select a slot, you'll see how many Verses you have completed, your Combo count per Verse, and your time spent in that Verse.

You can replay any Chapter you have previously completed, in order to gain a better ranking, and then select Update at the

final screen after your Chapter Ranking. If you select Update, then your current performance will be logged to your Play History, thus overwriting the old information. If you select Cancel, then you will keep the old performance data that is logged in your Play History.

Red HotTip! It should be noted that, to "Complete" a difficulty, all you need do is receive a ranking for those difficulty levels in every Chapter. There is no need to start a new game to complete a certain difficulty level. Simply change the Difficulty via the Chapter Select sub-menu, then play the Chapter you desire to complete.

CHARACTER CONTROL



Command input codes

Control	Code	Xbox 360	PlayStation 3
Punch			
Kick			
Pause indication	.	Short pause between two inputs	
Punch+Kick (same time)			
Jump			
Evade		Right trigger	
Action			
Lock-on		Right bumper	
Hold Punch		Hold	
Hold Kick		Hold	
Tap Punch rapidly		Rapidly tap	
Tap Kick rapidly		Rapidly tap	
Switch weapon	-	Left trigger	
Taunt	-	Left bumper	
Air technique	air	Must be in the air	
Either/or indication	/		

Control	Code	Xbox 360	PlayStation 3
Move	-	Left stick	
Move up		Left stick UP	
Move right		Left stick RIGHT	
Move down		Left stick DOWN	
Move left		Left stick LEFT	
Move towards enemy		Left stick towards enemy	
Move away from enemy		Left stick away from enemy	
Spin		Spin left stick	
Move Camera	-	Right stick	
Reset Camera	-	Right stick button	
Pause Menu	-	START button	
Game Menu	-	BACK button	
Use item set to up	-	D-Pad up	
Use item set to left	-	D-Pad left	
Use item set to right	-	D-Pad right	
Cancel Witch Walk/Drop Angel Arms	-	Left stick button	

The Camera

Bayonetta is packed with fast paced action, and in order to keep up and stay on top, you'll need to be able to see everything that is happening. This means mastering the use of the camera. The camera will automatically follow and centre on Bayonetta as you move about the game, but you can manually move and centre the camera with the Right Stick. Proper use of the Right Stick during your gameplay is imperative, so you should try and familiarise yourself with the camera system early on.

Camera Settings You can change the way the camera operates via the options menu. If you are used to the classic "flight" camera control, swap the default settings for either the Y or X axis.

First Person View/Reset

The First Person View/Reset in the game can be accessed by clicking down and holding the Right Stick. This will put the game into a classic first person point of view, which allows you to get a better look at your surroundings. However, you cannot move in the first person; it is only for stationary viewing. As soon as you move, the camera will revert to the regular third person view.

If you simply click down on the Right Stick, but do not hold it, then you will reset the camera so that it is directly behind Bayonetta and looking forwards.

Red Hot Tip! The Camera speed is set by default to 0%. We strongly suggest you adjust this slider to 50%, which will make the camera far more responsive and the gameplay much smoother. We find that 0% makes the camera too slow and sluggish for the high-intensity action of Bayonetta.

Jumping

One of the most basic, yet often used, moves in the game is the good old-fashioned jump. In Bayonetta, there is the regular jump and the tried and tested double jump. A jump can be performed by pressing **X** at any time. After you have performed the first jump, and are still in the air, you can press **X** once more to execute a double jump. You are limited to just two regular jumps before your feet touch the ground, so after you have performed the double jump, you'll have to touch down before you can jump again. However, there are a few exceptions to this.

Wall Jump

If you are near a wall or other suitable surface, you can make Bayonetta come into contact with the surface and perform a jump off the surface. This is called a wall jump. A wall jump does not count against your regular jump tally, so it is possible to do a jump, to double jump, to wall jump, or any combination thereof, to get three jumps in a row before you must touch back down on the ground.

Witch Float

This is a special manoeuvre in which you "step off" an enemy. The official term is "Witch Float," but we are using the more common "step-off" throughout this guide. While you are in the air, and an enemy is close, you can get Bayonetta to come into contact with the enemy so that she performs a special jump or step-off (similar to a wall jump). When you perform a step-off correctly, it actually resets your jump count by one. Please refer to the Combat Guide Chapter for more information about the step-off and its unique qualities.

Evasion

One of the most integral aspects of surviving the game is learning to Evade properly. You accomplish an Evasion by pressing the Evade button, but it gets a little more complicated than that. You can use a regular Evasion to avoid being hit by an attack. A regular Evasion will simply play the Evasion animation and Bayonetta will deftly avoid being hit. A successful Evasion will gain you one orb of Magic.

Witch Time

If you Evade within five frames (0.083 seconds) of taking damage, you will activate Witch Time. When Witch Time is active, time in the game slows to a crawl and everything except Bayonetta moves in slow motion. This allows you to move about your enemy and attack them fiercely, without them being able to retaliate. When Witch Time is activated, it will last for 2 seconds before expiring, if you do not hit an enemy. If you do attack an enemy, you can extend Witch Time by up to 6 seconds with a long and smooth-running combo. Witch Time gives you a boost in your combo scoring as long as it is active, so hit the enemy hard when it's active. → **□** 01

In addition to combat, Witch Time is also a useful element in exploration. It allows you to walk on water as if it were solid, and it slows time enough for you to get past a fast re-forming Golem wall or a fiery environmental trap.

Bat Within

Bat Within is a technique you can buy from the Gates of Hell after you have completed Chapter V. This is like Witch Time, but your Evasion must be executed during the exact frame of animation in which damage occurs. In doing this, the damage you take during that frame will be negated (you get your HP back) and Bayonetta will dissolve into a flock of bats as the attack passes through her. As she re-forms into her regular self, Witch Time will be activated. → **□** 02



Air Dodge

When you purchase the Air Dodge Technique from the Gates of Hell, you'll gain the ability to Evade while in the air. This is invaluable for stunning aerial combat as well as for general exploration. When exploring an area, if you come up short on a jump and have no jumps left, don't hesitate to perform an air Evasion to cover a little more distance and reach your goal.

Beast forms

There are two alternative forms Bayonetta can assume for extended periods of time. These are Panther and Crow. There is a third, that of a bat, but this particular form is only part of a special Evasion technique (for purchase in the Gates of Hell) known as the Bat Within.

Panther form

You'll automatically gain the use of this form at the end of Chapter V. To activate it, simply double-tap **Y** while you are walking or running. It doesn't require any Magic to transform into the Panther, and you can remain in Panther form indefinitely as long as you are moving. Once you have stopped moving, perform an Evasion or press **Y** to fire your guns and you will revert to regular Bayonetta. Apart from running, you can jump and double jump when in Panther form. → **01**

Another way to exit Panther form is to hit an enemy with a Catfight Claw. To do so, simply run to your foe and press **Y** or **X**. When you do this, pay attention to the screen, and you will see the distinct Magical strike of the Panther's paw slashing across the screen. If you have any Magic stored, the Catfight Claw will consume one Magic orb in order to become more powerful, if you actually hit an enemy. If you only hit inanimate objects, or completely miss the enemy with the strike, no Magic is consumed.

Crow Form

Once you gain Panther form, Rodin will immediately begin selling the Crow Within technique. This technique allows you to change into a Crow by jumping into the air (or just simply being off the ground one way or another) and then double-tapping **Y**. It does not require any Magic to transform into the Crow, but you are limited to a total of 7 seconds in this form. After that time, you



will automatically revert to regular Bayonetta – so make sure you are safely over solid ground before that happens! → **02**

You can also revert to regular Bayonetta by pressing **Y** again or by pressing **Y** to fire your guns. As with the Panther, you can jump in Crow form – although it is more of an upward spiral manoeuvre than a jump. Since it counts as a regular jump, it is limited to two uses, after which you have to touch ground again. If you fall off an object so that you are airborne, falling to the ground, or if an enemy attack knocks you into the air, you can transform into a Crow and have two uses of this special manoeuvre.

Check out our Combat Guide to learn more about Beast forms, where we also discuss the special attacks that you can perform while in Crow form.

ITEMS

As you play through the game, you'll come across many items that you can pick up to use or just to add to your collection. The game is littered with breakable objects that you can attack to destroy. Destroying a breakable will often release an item. Enemies can drop items as well. Some special collectible items will be tucked away, hidden, or even lying in plain view for you to pick up. On a first play through the game, you should take your time to fully explore every area and break everything possible.

Collectibles

Collectibles are items that you'll pick up to add to your collection. Some are for upgrades, others are for your files (as accessed via the Game Menus). Acquiring them not only enhances your gameplay, but finding them is tied to a few special Achievement/Trophies.

Crows and Umbran Tears Of Blood

The first 50 Umbran Tears of Blood are Achievement/Trophies. The last 51 are Crows. On the difficulty levels of Normal, Hard, and Non Stop Climax, there are Crows scattered about each Chapter. Your goal is to find and capture each one. Each Crow counts as one of the Umbran Tears of Blood. You'll recognize a Crow as a small, black bird with a bright red aura. When you see one, run up to it and press **Y** to grab it. Do this correctly, and the Crow is yours. → **03**

Be aware that some Crows are very fast or tucked well away, so you'll need to use a Beast form in order to capture the more tricky ones. Each difficulty level of Normal, Hard, and Non Stop Climax has its own Crow set, each placed in a different location. To capture them all, you'll need to play through all three difficulty levels. If you have a problem locating one, then please refer to the Scenario Guide for full details on finding and capturing them all.



Broken Witch Heart
Collect four to increase your Health Gauge. There are 40 to collect.



Broken Moon Pearl
Collect two to increase your Magic Gauge. There are 16 to collect.



Witch Coffin
Break open to find an item.



Antonio's Notebooks
Gives insight into the story. There are 28 to collect.



Crows
Part of the Umbran Tears Of Blood



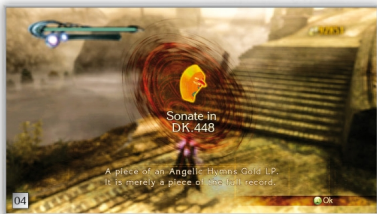
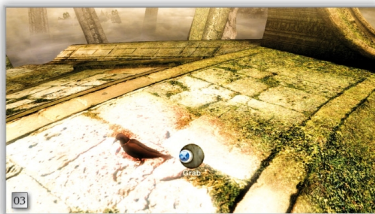
Angelic Hymn
Unlocks a new weapon.

Angelic Hymns

Angelic Hymns are special LPs (phonograph albums) that Rodin can use to make a new weapon for you. As soon as you have a complete Angelic Hymn, go to the Gates of Hell and he will automatically make the new weapon for you. During a first pass through the game you can find six Angelic Hymns. In some cases the Hymns are whole, but in others, the Hymns are broken into two or three pieces. When they are in bits, you'll need to find all

the pieces in order to make a whole LP. All the pieces of one LP/ weapon will always be found in a single Chapter. So, if you are missing a piece or two after completing a Chapter, you should play again and search for the remainder. → □ 04

Besides the six hidden in the game, there are three special Hymns that you can unlock. Please refer to the Secrets Chapter for more details on finding and unlocking all Angelic Hymns.



Consumables

These are items that you can use to restore health or Magic, change your attributes, make other items and even damage enemies. For a complete list of the consumables and what they do, please refer to the table at the end of the Items section. Here is some basic information about the most important consumables:

Green Laurels and Purple Butterflies can be found in breakables or from enemy drops. They are used immediately you pick them up. They do not count as an Item Used in your ranking.

The concoction items can be found in breakables within the game. These items are stored in your concoction inventory.

The Lollipops need to be purchased from Rodin, won in Angel attack, or concocted. These items are stored in your Item inventory. You can use them manually via the menus, or set them to the D-Pad for on-the-fly use during gameplay. Using one will count against your Chapter rank.

The Red Hot Shot and Magic Flute reside in your item inventory. The Magic Flute can be equipped to the D-Pad or used manually via the menus. The Red Hot Shot is used automatically when you die. Using a Magic Flute will count against your Chapter rank. Using a Red Hot Shot doesn't count per se, but since you have to die for it to be used, you will log a death against your Chapter rank.

Concoctions

Like all good witches, Bayonetta is familiar with a cauldron and knows how to cook up some special recipes to make valuable items. The items she can make are called Concoctions. → □ 01

To make a concoction, enter the Game Menus and select the Item tab. Now press Right on the D-Pad or Left Stick to move over to the concoction side of the screen. Once there, a list will appear on the left-hand side indicating the number of concoction items required to make a specific Lollipop or the Magic Flute. If you kill an Angel with the Guillotine Torture Attack, they will always drop a concoction item.



When you decide what you want to create, use Up & Down on the D-Pad or Left Stick to rotate the concoction items to the desired one. Next, press and hold to select the number of concoction items to use (as detailed in the concoction chart).

Once you have loaded the necessary number of concoction items, spin the Right Stick in either direction (as if you were stirring a cauldron) to create the item. You can create as many items as you like up to a maximum of 99 of each in your inventory. The chart here shows the number of concoction items needed to make the Lollipops and Magic Flute.

Concoction Formulas				
Item Created	Mandradora Root	Baked Gecko	Unicorn Horn	
Green Herb Lollipop	10	—	—	
Mega Green Herb Lollipop	15	—	—	
Bloody Rose Lollipop	—	—	10	
Mega Bloody Rose Lollipop	—	—	15	
Yellow Moon Lollipop	—	10	—	
Mega Yellow Moon Lollipop	—	15	—	
Purple Magic Lollipop	5	—	5	
Mega Purple Magic Lollipop	10	—	5	
Magic Flute	10	10	10	

Red HotTip! You can obtain consumable items in both Angel Attack and the Gates of Hell. In Angel Attack you can obtain more than one of the same item, even if you have it in the inventory. But in the Gates of Hell, if you have the item in the inventory, Rodin will not sell it to you – he'll claim it's sold out.

Item Overview Table

This complete table shows you at a glance where each item can be found or what it costs, what it does, and what it's good for.

Rodin's Alternative Weapons									
Item	The Gates of Hell	Angel attack	During play	Description	Item	The Gates of Hell	Angel Attack	During play	Description
Green Laurel	—	—	OK	Restores 200, 500, or 1,000 HP (small, medium, or large)	Yellow Moon Lollipop	5,000	30	—	Makes you invincible (no damage) for 15 seconds
Purple Butterfly	—	—	OK	Restores four or eight Magic orbs (small or large)	Mega Yellow Moon Lollipop	8,000	50	—	Makes you invincible (no damage) for 60 seconds
Arcade Bullet	—	—	OK	Gives you three extra shots for Angel Attack mini-game	Purple Magic Lollipop	3,000	30	—	Restores four Magic orbs
Mandradora Root	—	—	OK	Green concoction item	Mega Purple Magic Lollipop	5,000	50	—	Restores eight Magic orbs
Baked Gecko	—	—	OK	Yellow concoction item	Red Hot Shot	5,000	70	OK	Revives you automatically if you die
Unicorn Horn	—	—	OK	Red concoction item	Magic Flute	—	30	OK	Does 2,000 HP in damage to all enemies on screen
Green Herb Lollipop	2,000	30	OK	Restores 1,000 HP	Witch Heart**	30,000	—	—	Increases the size of your Health Gauge by 400 HP
Mega Green Herb Lollipop*	3,500	50	—	Restores 2,000 HP	Moon Pearl**	30,000	—	—	Increases the size of your Magic Gauge by one orb
Bloody Rose Lollipop	5,000	30	—	Doubles attack strength for 15 seconds	Blue Witch Heart***	—	40	—	Increases the size of your Health Gauge for the next Chapter
Mega Bloody Rose Lollipop	8,000	50	—	Doubles attack strength for 60 seconds	Gold Moon Pearl***	—	40	—	Same effect as Eternal Testimony Accessory for the next Chapter (gives two Magic orbs that replenish; will stack with Eternal Testimony for four orbs)

* There is a single one hidden in the game in Chapter III near Verse 10.

** Limited supply

*** Effect only lasts for the duration of the next Chapter that you play.

COMBAT

Health

On Normal difficulty and above, you start the game with the life bar half full, which is worth 2,000 Health Points (HP). This is your Health Gauge. You can increase the Health Gauge to a maximum of two full bars for a total of 8,000 HP. You gain increases by finding Broken Witch Hearts or buying whole Witch Hearts.

When you take damage in the game, either from environmental traps or enemy attacks, you will lose HP. Each time you take damage, you'll see a quick flash of a rose over Bayonetta. The rose indicates that damage has registered. If you drop below 30% of your total HP value on any given attack, the rose animation will be prolonged and display longer on screen. This will appear as a slow motion hit. Examples: For a health bar worth 2,000 HP, you'll see this animation when you drop below 600 points. For a full gauge worth 8,000 HP, you'll see it when you drop below 2,400 points.

Witch Hearts

You can find Broken Witch Heart pieces hidden in the game. It takes four broken pieces to make a full Witch Heart. There are 40 Broken Witch Heart Pieces in the game to find which gives you 10 full Witch Hearts. You can also buy five whole Witch Hearts from the Gates of Hell at a price of 30,000 Halos each.

Each Witch Heart you find or buy increases your health Gauge by 400 HP. So it will take five Witch Hearts to complete the first, top-most bar of your health gauge, and then another 10 for the second bottom bar.

Critical Health Status

If your HP drops to 600 or less, you will enter critical health status. When in this status, the game screen will be framed in red and you will see the vague outline of demon hands circling the screen, as they prepare to grab Bayonetta and drag her back to Hell. To clear the screen of critical status, you'll need to increase your health to greater than 600 HP. The display of critical status is only there as a visual warning of impending doom. It is meant to alert you to the urgency of the situation, but it does not affect gameplay. → □ 02

Dying

If you lose all your HP, you will die. Upon dying, you will be given the option to Continue. If you choose to continue, you will register one death for the Chapter Rank of the Chapter you are playing and then you will be taken back to the last checkpoint you reached. Each death drops your final Chapter Rank by one full rank, so only five will be registered, as that is the maximum number of ranks you can fall. We'll discuss Chapter Ranking in more detail at the end of this Chapter. → □ 03

Red HotTip! No single attack in the game can kill you, as long as you have more than 1 HP of health. Instead, you'll simply be stripped down to that final 1 HP, no matter what the strength of the attack is, and then, if you are hit again with only that 1 HP left, you will die. This makes things rather interesting. In a heated battle, you can actually keep yourself alive by restoring very little health. All you need do is increase your HP to any value greater than 1, and then the next hit, regardless of how strong it is, can only strip the HP that is greater than 1.

Magic

The full potential of the Magic Gauge is three bars, consisting of eight orbs per bar (24 orbs in total). You start the game with only one bar, or a total of eight orbs. You can increase the size of your Magic Gauge by finding and buying Moon Pearls. It takes two Broken Moon Pearl pieces to make a full Moon Pearl. 16 Broken Moon Pearls are scattered throughout that game for you to find; they will grant you an additional eight orbs. There are also eight whole Moon Pearls for sale in the Gates of Hell for 30,000 Halos each. → □ 04

You fill the orbs in your Magic Gauge by attacking the enemy and evading their attacks. When you have filled eight orbs (one full bar), the bar will collapse down to a large Moon Pearl for display on screen. When you see the large Moon Pearl, you will know that it means you have one full bar of Magic stored.

Red HotTip! On Normal difficulty and above, you lose four orbs of Magic when you suffer damage.



The primary use of Magic is Torture attacks, which we'll discuss in further detail later in this section. Magic also grants access to powerful Wicked Weave versions of some of Bayonetta's Special Techniques, such as Tetsuzanko. You can also use Magic for special manoeuvres while in Bayonetta's Beast forms. Use of the Crow form's Umbran Spear and regular feather attacks requires one orb each, and the Panther form's Catfight Claw also requires one orb. The Crow's full set of feathers requires two.

Taunting

By pressing the Taunt button, you can perform a Taunt; a special bit of animation and a verbal remark to tease your enemy and goad them into battle. Taunting gains you one Magic orb, and it also enrages the enemy. There is a short Taunt that is activated by tapping the Taunt button and a long version that is accomplished by holding down the button for longer than a second. →□ 01

Once started, the long Taunt will play out by itself until interrupted (by either your attack or that of an enemy). The long Taunt is the same with every weapon, but the short Taunts change with the weapon you equip to your hands. Experiment with different weapons equipped to hands in order to see all the short Taunts. The weapons equipped to your feet do not affect the Taunt at all.

Enraged Enemies

All enemies in the game can become enraged (extremely angry). They can do so on their own during combat and will always do so when you Taunt them. Once an enemy is enraged, it will change colours (Bosses will change the colour of their Halos) and they become physically stronger. While enraged, the power of all physical attacks is doubled, which means they do 2x regular damage. →□ 02

The increase in power only affects physical attacks (punch, kick, weapon strike, etc) and not Magical attacks (fireball, beam attack, etc). This is because an enraged enemy is physically stronger, but Magic is Magic and not affected by physical strength.

Once enraged, an enemy will remain so for 10 seconds. Attacking enraged enemies give you higher combo points. Defeating them doubles your Halo reward. But beware: the enemy is far more aggressive in its enraged state.

Punish attacks

These are special attacks you can unleash on smaller enemies, such as the Affinity and Applaud. Executing them does not require Magic. Bayonetta uses her equipped hand or foot weapon for these attacks.

Ragdoll

After launching an enemy into the air with an uppercut, quickly press  to grab them out of the air for a Punish attack. This one involves knocking the enemy quickly from side to side, and you can then press  for a finishing attack. This Punish attack can only be performed with a firearm equipped to your hands. →□ 03

Ground Punishment

If you knock an enemy to the ground, such as by using the leg sweep of the  sequence, and then stop attacking and



walk over to them while they are on the ground, you can access a special Punish attack. Simply walk to the fallen enemy and press  repeatedly to perform this punishing stomp attack. If the enemy dies during the attack, Bayonetta will finish with a Wicked Weave stomp, thereby destroying the enemy. Otherwise, the attack will be broken off by the enemy and they will escape your punishment. →□ 04

Combo Punishment

Each weapon has its own animation for these special attacks, so experiment with them all to see each animation. Be aware that only the weapon equipped to your hands affects this special attack. When you want to initiate the attack, use the combo                         

Torture attacks can kill smaller enemies outright. They are also a good way of making healing items drop when you are killing an enemy. →□ 06

When the Torture attack begins, you will be able to power it up to a higher strength level by repeatedly pressing a button or circling the control stick. The commands you have to input are unique to when the Torture attack is being executed, and each enemy has its own Torture attack animation. This is good to know, as it allows you to start pressing buttons, even before the button displays shows up, and hence gives you a head start.

Red HotTip! In some cases, more than one Torture attack can be executed, depending on whether you initiate it from the front, from behind, while the enemy is lying on the ground, or while the enemy is in the air.

Special Eternal Grave Torture attack

Each type of Torture attack you can trigger plays through the same animation; all except the Eternal Grave attack which has three possible endings.

When you knock certain enemies like the Affinity to the ground, and they are lying there, the Torture attack you trigger will be a Eternal Grave Drop. There are three possible drops during this attack. If your Torture attack score is 65 or less, a small Eternal Grave will drop. If you have a score of 70 or more, there will be a random drop between a Large Eternal Grave and a 16 Ton Weight. →□ 07

Combos

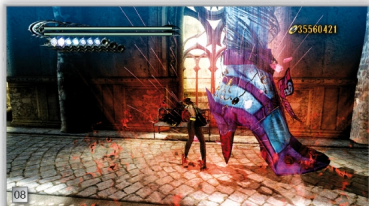
A Combo is a combination of attacks that you string together in a set pattern. Each pairing of weapons in a Weapon Set has its own set of recognized combos. In most cases they are the same as the   combo that all weapons share. In other cases, a weapon pairing may have a unique combination not shared by the other weapon pairings. You can view the full set of recognized combos for each weapon pairing by accessing the Tomb Of Umbran Arts (Techniques) via the File tab displayed in the Game Menu.

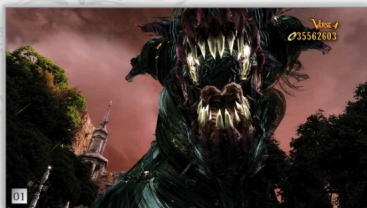
Dodge Offset

Dodge Offset is a system that allows you to continue your current combo string, even after Evading an attack. Simply hold down the button you used in your combo ( or ), and quickly tap  to Evade. As long as you're still holding your last attack button, your position in the combo will be remembered, so you can continue after the Evade just where you left off. This is an extremely powerful tool that opens up many possibilities within the combat. See the Combat Guide Chapter for much more detail on this subject.

Wicked Weaves

A Wicked Weave is a special Magical attack that Bayonetta executes using her hair. Wicked Weaves have to build up power before they can be released, although it is possible to release an instant Wicked Weave strike using the Tetsuzanko, Heel Stomp and Witch Twist techniques, at the cost of Magic orbs. The minimum combo string that can build enough power for a Wicked Weave attack is three inputs, such as the    combo. The power of a Wicked Weave attack is dependent upon the weapon being used, and whether the weapon is equipped to the hands or feet. →□ 08





Infernal Demons

When you face certain enemies, such as the Beloved, you will need to finish them with a special attack called a Climax Kill. This is very similar to a Torture attack but uses Bayonetta's Infernal Demons to do the killing. Infernal Demons are demonic entities that use Bayonetta's hair to gain physical form. →□ 01

When you have stripped the enemy of all its HP, a display will appear, informing you that you need to press →+ to finish the

Rodin's Techniques			
Techniques	Price	Description	Input command
Air Dodge	10,000	Evasive while airborne.	↖ in mid-air
Stiletto	20,000	Dash forward with your hand weapon.	→ + ← or → + ←
Heel Slide	20,000	Dash forward with your foot weapon.	→ + ↖ or → + ↗
Tetsuzanko	30,000	Powerful Shoulder Barge attack. Instant Wicked Weave if Magic is available.	→ + ←
Heel Stomp	30,000	Powerful long-range Stomp attack. Instant Wicked Weave if Magic is available.	→ + ↖
Breakdance	15,000	Special dance attack.	Hold ↖
After Burner Kick	20,000	Jump and then dash to the enemy while airborne.	Rising: (ground or air) ↖ Diving: air → + ↖
Witch Twist	15,000	Special spinning attack that Launches enemies. Instant Wicked Weave if Magic is available.	Hold ↖ + ←
Umbran Portal Kick	15,000	Special warp attack.	Hold ↖ + ↗
Bat Within	30,000	Negate damage during an Evasion.	↖ the moment you get hit
Crow Within	20,000	Change into Crow form.	↖ in mid-air
Umbran Spear	20,000	Dash immediately to the enemy while in regular Crow form.	→ + ↖
Total	245,000		

Accessories

Rodin sells accessories that grant you a special powers. Some require the use of Magic, while others are free for you to use as often as you like. You can equip an accessory in the Game Menu to either your right or left arm. Once equipped, you can

enemy. Do this, and a special animation will play out showing the Infernal Demon taking shape. Once it is formed, you can repeatedly press the button indicated on screen to increase your kill bonus. You don't have to push the button but, if you do, you will get a higher bonus – the bonus is the number of Halos you get for the kill. This bonus is given immediately and is independent of any Chapter ranking bonus.

Red HotTip! If you don't use the Climax Kill after two tries, the enemy will die the third time you strip its health away.

Techniques

Rodin sells special combat techniques. Some are just nice to watch, while others are extremely effective in tight battles. The file in the Game Menu titled "Tome of Umbran Arts" and their "Special Techniques," lists all the techniques you have purchased. In the file you will also find a description of each Technique and how to trigger it. You also have the option of turning the Techniques on and off. This is handy if you find that a certain Technique you have purchased is accidentally being triggered while you are playing the game or trying to pull off another technique with similar inputs.

see the accessories on her arms as you play the game. Some of the accessories Rodin sells need to be unlocked before you can buy them. Please refer to the Secrets Chapter to learn more about unlockables.

Rodin's Alternative Weapons		
Accessory	Price	Description
Sergey's Lover	100,000	Summon Doppelgangers to fight alongside you, thus increasing your attack damage for regular physical attacks. Consumes your Magic Gauge.
Infernal Communicator	100,000	Summon Little Devils that you can launch at your enemies. Consumes your Magic Gauge.
Pulley's Butterfly	100,000	Summons butterflies that will absorb damage so that you are not hit by an enemy attack. Consumes your Magic Gauge.
Selene's Light	100,000	Triggers Witch Time automatically when you take damage. Regular Witch Time via an Evasion is disabled.
Star of Dineta	100,000	Gain health (100 HP) by Taunting an enemy.
Evil Harvest Rosary	100,000	Disables Witch Time during an Evasion, but plants a powerful bomb instead.
Gaze of Despair	100,000	Puts all enemies in the enraged state.
Moon of Mahaa-Kalaa	200,000	Allows you to Parry and counter enemy attacks.
Eternal Testimony	500,000	Give you two free Magic orbs that always replenish.
Bracelet of Time	200,000	Lets you activate Witch Time by holding the Taunt Button. Regular Taunts are disabled. Regular Witch Time via an Evasion is disabled. Consumes your Magic Gauge.
Climax Brace	500,000	Puts all weapons in Boss Mode so that each strike is a Wicked Weave. Play History updates are disabled when this is used.
Immortal Marionette	100,000	Activates Automatic combat mode. Combo points are halved in difficulty levels above Normal.
Total	2,200,000	

WEAPONS

Bayonetta has an incredible arsenal at her disposal. You start the game with only regular handguns, but you can unlock more weapons by finding Angelic Hymns within the game. Take these Hymns to Rodin and he'll craft a new weapon for you. The following descriptions give you a brief overview of what to expect from your six basic weapons that can be unlocked during a first pass through the game. For more detailed information about each weapon please refer to the Combat Guide. For details about the secret weapons, check out the Secrets Chapter.

Upon acquiring certain weapons, Rodin will begin selling the Alternative Version of it. Buying the Alternative Version allows you to equip the same weapon to both hands and feet simultaneously. Besides slight cosmetic differences, the Alternative Versions are identical to their counterparts in function and damage.

Rodin's Alternative Weapons

Alt Weapons	Base Price	Requirement
Onyx Roses	69,800	Acquire Onyx Roses in the game.
Lt. Col. Kilgore	99,800	Acquire Lt. Col. Kilgore in the game.
Durga	129,800	Acquire Durga in the game.
Total	299,400	

Scarborough Fair



Unlock with: Complete the Vestibule Chapter.

A set of four enchanted handguns that can be equipped to the hands and feet simultaneously. This weapon is fast and makes for stunning high-speed combos. Notable special quality: Can shoot out of a combo attack by holding or during the move.



Onyx Roses



**Unlock with: Angelic Hymn
Trois Marches Militaires
(1 piece: Chapter I)**

A pair of enchanted shotguns that can be equipped to either hands or feet. A bit slow, but good power. Notable special quality: Incredible combo boost for combo.



Shuraba



**Unlock with: Angelic Hymn
Quasi Una Fantasia
(1 piece: Chapter II)**

A Katana that can be equipped to hands only. This is a fast weapon and one of the most powerful you can equip to your hands. Notable special quality: Charge attack by holding .



Kulshedra



Unlocked with: Angelic Hymn
Fantaisie-Impromptu
 (2 pieces: Chapter III)

This is a whip. It's fairly slow with moderate power. It can be equipped to hands only. Notable special quality: Ability to pull an enemy to you.



Durga



Unlocked with: Angelic Hymn
Sonate in D K. 448
 (3 pieces: Chapter V)

A set of Magical claws. These operate in either Fire mode or Lightning mode. Fire mode is very slow, but powerful. Lightning mode is very fast, but lacks the power of Fire mode. You can equip Durga to either hands or feet. Notable special quality: In Lightning mode, speed and electric blast attack; in Fire mode, extremely powerful firebomb attacks.



Odette



Unlocked with: Angelic Hymn
Les Patineurs Waltz op. 183
 (3 pieces: Chapter VI)

A pair of ice skates. These can be equipped to feet only. Fairly fast with moderate power. Notable special quality: Increased movement speed and ability to freeze an enemy.



Lt. Col. Kilgore



Unlocked with: Angelic Hymn
Messiah, HWW. 56
 (3 pieces: Chapter IX)

This is an enchanted bazooka that can be equipped to either hands or feet. It's a very slow weapon, but extremely powerful.



Angel Arms

The weapons the Angels use are called Angel Arms. You can actually claim these for your own use. In general, you have to use a Torture attack to make the enemy drop its Angel Arm. Some enemies drop their Angel Arms automatically on death, such as the Beloved, and on occasions, some will drop their weapons freely. Typically, however, you need to use a Torture attack. Once the weapon has been dropped, walk over and you'll be given the option to pick it up.

Angel Arms can't stand up to Bayonetta's demonic powers for long, and will break after a bit of use. The amount of use the Angel Arm can withstand is displayed in a special icon on the left-hand side of the screen when you pick it up. A small bar beneath

the icon will slowly decrease in length as the item begins to become unstable. Once the bar reaches zero, the Angel Arm will disintegrate.

Each angel arm has a unique  and  attack. The  attacks are generally more powerful and will often break the Angel Arm with one use. Also, the  attacks are slow to begin, which means an enemy could hit you before the attack actually starts, so be aware of the surrounding enemy when deciding how to use an Angel Arm.

Red Hot Tip! Once you have picked up an Angel Arm, you can drop it by clicking down on the Left Stick.

Angelic Spear / Angelic Halberd



Dropped: Affinity A, Affinity E and Applaud B

This long polearm has incredible reach. It's most impressive attack is its Pole Dance attack, which you can unleash by pressing . Using this attack in a crowd is nothing short of phenomenal, as it hits all enemies close to you and fills your Magic gauge quickly at the same time.



Battle Trumpet



Dropped: Affinity B

A golden trumpet with a powerful punch. It's good for long-range attacks, but be careful with the  attack as it is slow to start up. A great way of using this is to jump into the air and fire the trumpet with  while you are airborne.



Battle Horn



Dropped: Affinity C

This is a large sousaphone, a type of tuba, and it is a very slow weapon indeed. However, use Witch Time first to slow your foes, then get amongst them and use the devastating  attack to hit every enemy around you.



Flail



Dropped: Affinity D

This chained weapon consists of a short handle and a spiked ball. Its swinging attacks effectively Stun-lock any enemy it hits, making it a good choice for use in a crowd. Its reach is limited, but it can hit multiple enemies all around you with very powerful strikes.



Bow-Sword



Dropped: Applaud A

This dual-purpose weapon has two modes of attack. Pressing  will initiate sword attacks, while pressing  will unleash long-range arrow attacks. The long range  attacks are extremely powerful against all enemy types.



Great Sword



Dropped: Ardor A & B

This is a very large sword with slow attacks, making it a tricky weapon to use for  attacks. However, the  attacks, while weaker, are much faster. When in a crowd, opt for the  attack to avoid being hit by faster Angels.



Great Axe / War Hammer



Dropped: Beloved & Braves

This weapon is truly powerful, but very slow. When faced with a large crowd, players should opt for the  attack, with its large, circular attack radius. The  attacks are much better suited to attacking dangerous foes at long range.



Fire Claws



Dropped: Grace & Glorious

These melee claws come with a nice grapple attack that allows you to drag distant enemies to you for attacks at close quarters. Holding **W** will charge a flaming Inferno, allowing you to move freely around the area, damaging nearby enemies.



Lightning Claws



Dropped: Glory & Gracious

The **W** attack and the grapple function on this weapon are shared with the Fire Claws. Pressing **W** with the lightning claws exchanges the close-range damage of the Inferno for an extremely long-range attack that shoots electricity along the ground.



Chainsaw



Equipped automatically after Harmony is defeated through Torture Attack.

This weapon handles similarly to the Great Sword of the Ardor, but it's not nearly as powerful. Be wary of using it in crowds. It's best to use it after you have activated Witch Time, or even while airborne.



Key



Dropped: Various

You won't see this one often. It's a large key you need to use to clear certain Verses. However, upon killing the Angel carrying it, you can use it as a weapon. It performs identically to the Great Sword of the Ardor and has the same attack values.



LET THE CHALLENGES BEGIN

Bayonetta is about more than just hacking and slashing your way to the end. On the contrary, the intricate combat system and near limitless customisations available make the ultimate testing ground for challenging your skills. Not only can you challenge yourself to reach the penultimate Pure Platinum ranking in combat, but there are also a few set challenges that the game specifically places before you.



Verse Ranking

At the end of each Verse you receive a ranking and a Medal for your performance in that Verse. Ranking in a Verse is based on three things: Combo Points, Time, and Damage. When you finish a full Chapter, you receive a Statue Award based on the summation of your Verse Medals.

In a Verse, all three aspects are ranked equally. Each aspect can gain from the maximum Platinum rank all the way down to the lowest rank of Stone. Each rank level is worth a set number of points. Check out the Pure Platinum Battle Guide for the exact requirements of each Medal in each category of each Verse.

Red HotTip! The only way to achieve Platinum in Damage is to sustain no damage at all.

Medal Value	
Medal Rank	Points
Platinum	4
Gold	3
Silver	2
Bronze	1
Stone	0

Your Verse ranking is achieved by summing the total point values for your Medals in Combo, Time, and Damage and then dividing the total by three. The resulting number is then rounded up if the decimal point is 5 or greater. For example, if you

achieve Platinum in Combo, Gold in Time, and Platinum in Damage, then you have a score of: $4 + 3 + 4 = 11$. Divide 11 by 3 and you have 3.66, which is rounded up to 4.0, which grants you a Platinum Rank for the Verse. →□ 01

Conversely, if you achieve Platinum in Combo, Gold in Time and Gold in Damage, then you have a score of $4 + 3 + 3 = 10$. Divide 10 by 3 and you have 3.33, which is rounded down to 3.0, netting you a Gold Rank for the Verse.

A special Medal called Pure Platinum is obtained if you achieve Platinum in all three categories of Combo, Time, and Damage in a Verse. Pure Platinum counts as five points for your Chapter ranking.

Chapter Ranking

Chapter ranking works in the same way, except that it sums all your Verse Medals and divides this number by the total number of Verses. As with Verse ranking, decimal points of 5 or higher are rounded up to the next whole number, while those that are less than 5 are rounded down. Let's look at Chapter 1 as an example. Chapter 1 has seven Verses, so let's assume these are your achieved medals:

Chapter 1 Rank Example		
Verse #	Achieved medal	Points
1	Platinum	4
2	Platinum	4
3	Gold	3
4	Silver	2
5	Pure Platinum	5
6	Gold	3
7	Platinum	4
Total		25

In this example, the summation of your Verse score is 25 points. There are seven Verses in Chapter 1 giving us $25 \div 7 = 3.57$, which is rounded up to 4.0 for an overall Platinum Ranking in the Chapter. So it is entirely possible to get low Medals on some Verses and still get an overall Platinum rank. →□ 02

Red HotTip! The only way to get a Pure Platinum Statue for a Chapter is to get Pure Platinum Medals for all Verses.

If you miss or skip a Verse, it counts as 0 (just like a Stone Medal), and your total score is still divided by the total number of Verses. This means skipping a Verse can drastically lower your score, so it is advisable to always complete a Verse, even if you only get a Bronze or Silver award. Every point will help in the final arithmetic of your Chapter ranking.

Along with your final rank, you also get Bonuses for completing the Chapter (Award) for not using an Item and for Boss encounters. These bonuses are given to you as Halos. In addition you will gain 10% of your total Chapter Combo score in Halos. So, if you have a combo score of 26,300, you'll gain 10% of that, which is 2,630 Halos. Add that to your Bonuses and you can rack in some serious Halos.

Death And Using Items

If you die during a Chapter, you accumulate one death tally on your Chapter rank. A death will lower your final Chapter rank by one full level. Since you can only drop a total of five ranks (from Pure Platinum down to Stone is five levels), the most deaths the game will track per Verse or Chapter is five. If you do well and have the numbers for a Platinum rank, but you suffered 1 death along the way, you will only receive a Gold rank.

Using an Item counts as a partial death, as indicated by the red skull icon in the Items Used section of your Chapter ranking. A partial death greater than 50% is rounded up to a whole death. This chart shows the percentage of a death each item counts for. You'll see that some items are less than 50%, which means you can use them without them counting as a whole death, so your rank will not be lowered. However, item use is cumulative, so if you use a Small Green Lollipop (20%) and a Mega Green Lollipop (40%), those two add up to a total death of 60%, which will be rounded up to a whole death, lowering your rank.

Item Death Value	
Item	Death Count
Green Herb Lollipop	20%
Mega Green Herb Lollipop	40%
Purple Magic Lollipop	20%
Mega Purple Magic Lollipop	40%
Bloody Rose Lollipop	30%
Mega Bloody Rose Lollipop	60%
Yellow Moon Lollipop	30%
Mega Yellow Moon Lollipop	60%
Magic Flute	40%
Red Hot Shot	100%

Umbran Tears Of Blood

These consist of 101 special challenges. The first 50 are Achievements/Trophies that you can unlock. The last 51 are Crows that you can find and capture within the game. You can view your progress in finding and achieving all 101 Umbran Tears Of Blood by viewing the Rarities file in the Game Menus' File tab. There is also an option to view the Umbran Tears Of Blood via the Extras option of the Title Screen. However, the Title Screen option does not display the number of Crows you have captured; only Achievement/Trophies are shown. The Scenario Guide shows how to catch all Crows in every difficulty level. Can you get them all?

Leaderboards

If you are connected to Xbox Live or the PlayStation Network, you can access the leaderboards for Bayonetta. Your play performance is automatically uploaded to the leaderboards, and you can then view how you rank amongst the other players.

The first option to choose is the ranking for Time or Combo scores. Next, you can choose to display rankings for all Award levels, or just Platinum and Pure Platinum. The third display



option allows you to choose to view the difficulty level. You can choose Normal, Hard, or Non Stop Climax. Finally, you can display the Chapter for which you want to view the results. You can view results for any of the Chapters you have already completed for the selected difficulty level.

When you have displayed the results screen, you can sort the results by High Score, Friend's Score, or Your Score. You can improve your ranking by replaying Chapters for better scores and then choosing the Update option at the end of the Chapter to update your Play History.

Angel Slayer

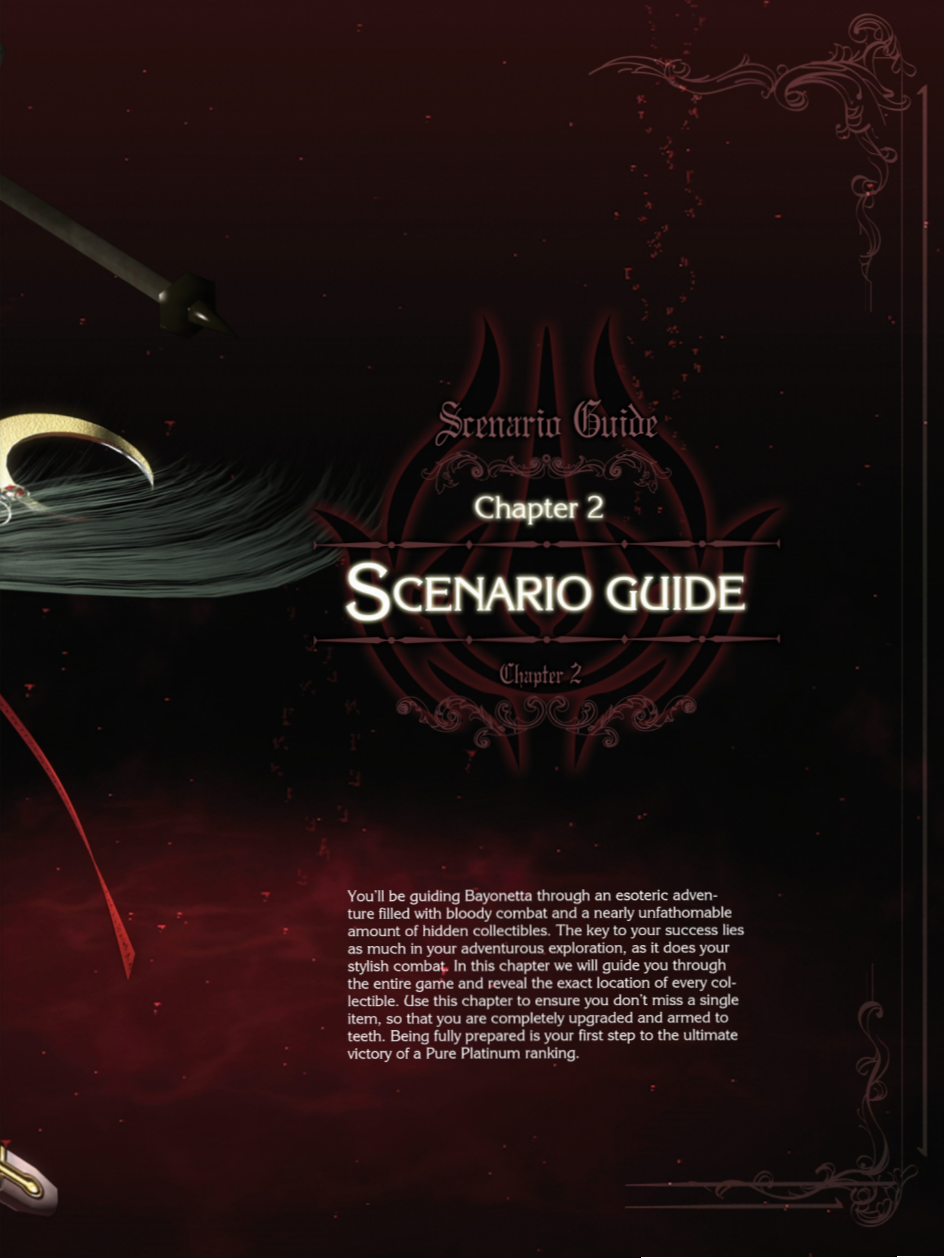
If you clear all 21 Alfreim Portals in the game, you'll unlock the Lost Chapter in the Chapter Select menu. This is the Angel Slayer Chapter, which is a special battle arena of sorts. You are faced with a series of Alfreim type battle grounds where you must defeat every enemy in order to progress to the next battle. There are five Verses, and each Verse has 10 battles, with the exception of the 5th Verse, which has 11, giving you a total of 51 battles to clear. → 03

The Verses increase in difficulty as you progress. Verse 1 is on Normal difficulty, Verses 2 and 3 are set to Hard, and Verses 4 and 5 are set to Non Stop Climax. As with Alfreim Portals, you are not allowed to use items during Angel Slayer. This means you start with full health and must make it all the way to the end with one life. If you die, you will have to start again from the beginning – there is no continue or saving in Angel Slayer. For a full strategy on how to accomplish this ultimate challenge, please refer to the "Clearing Angel Slayer" section which you will find in the Secrets Chapter.

Ultimate Boss Fight (???)

This hidden Boss Fight is the hardest the game has to offer. We won't divulge the details here but will refer you instead to the Secrets Chapter. However, we will give you a hint: it's related to an unlockable treasure that Rodin sells in his shop. Can you uncover this ultimate Boss Fight on your own? Are you prepared to face your ultimate challenge?





Scenario Guide

Chapter 2

SCENARIO GUIDE

Chapter 2

You'll be guiding Bayonetta through an esoteric adventure filled with bloody combat and a nearly unfathomable amount of hidden collectibles. The key to your success lies as much in your adventurous exploration, as it does your stylish combat. In this chapter we will guide you through the entire game and reveal the exact location of every collectible. Use this chapter to ensure you don't miss a single item, so that you are completely upgraded and armed to teeth. Being fully prepared is your first step to the ultimate victory of a Pure Platinum ranking.

ABOUT THIS CHAPTER

In this Scenario Guide, we will take you through the game using maps and text pointers. You'll notice this Scenario Guide is rather brief and doesn't go on and on with mountains of text. This is by design. Our goal here is to show you the basic path through the game while also allowing you to play it as you see fit. This will allow you to develop your own play style and ensure an enjoyable gaming experience.

Of considerable interest in this Scenario Guide is that we have left no stone unturned. We show you where every collectible is located. By following this guide, you will acquire every upgrade and weapon there is to be had. We also show you the locations of all the Crows spread across the three difficulty levels of Normal, Hard and Non Stop Climax. With this information, you'll not only be able to find these birds, but you will also be able to successfully bag them.

Consider this Scenario Guide as being like a collectible check list of sorts. Follow it carefully during your first run-through of the game, and you will not only succeed, but will come through fully upgraded and sporting every weapon you can possibly find on a single pass. From there, you can then concentrate on replays and Platinum ranking without having to worry about missing anything. This vast array of information will be presented as follows.

01 In-game Chapter Title

02 Chapter overview map

This map shows you the location of all the Verses and any collectible items that are present.

03 Chapter Info

The Chapter Info is a quick glance table that discloses vital information about the Chapter and its collectibles.

04 Verses

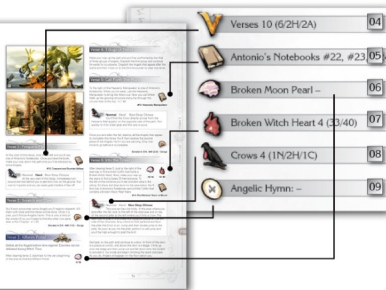
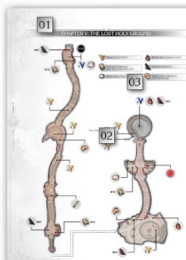
This entry details the number of Verses in the chapter as well as how they are broken down. A regular Verse is one you'll easily trigger as you make your way through the game. A hidden Verse is an enemy encounter in an out-of-the-way location. These typically require that you do some backtracking to trigger them. An Alfheim Portal is a special battle where your combat is restricted by the rules of that particular portal. Alfheim Portals also require that you do a little backtracking or searching in order to find them. The entry here is in the format of: (6 / 1H / 1A). This shows there are 8 Verses total in the Chapter – 6 regular Verses, 1 hidden Verse, and 1 Alfheim Portal.

05 Antonio's Notebooks

This entry will let you know how many of Antonio's Notebooks you can expect to find in the Chapter. If you look to the in-game files and find you are missing one of Antonio's Notebooks, this entry will help you figure out where it is.

06 Broken Moon Pearls

Collect two Broken Moon Pearls to increase the length of your magic gauge. There are 16 pieces in all for a total of 8 increases. This entry tells you how many are in a Chapter, as well as how many you should have found by that particular time in the game. Besides in-game pieces to find, there are also 8 complete Moon Pearls to be bought from the Gates of Hell for 30,000 Halos each.



07 Broken Witch Hearts

Collect four Broken Witch Hearts to increase the length of your health gauge. There are 40 pieces in all for a total of 10 increases. This entry tells you how many are in a Chapter, as well as how many you should have found by that particular time in the game. Besides in-game pieces to find, there are also five complete Witch Hearts to be bought from the Gates of Hell for 30,000 Halos each. → □ 01

08 Crows

Crow locations change depending on the difficulty level. Each difficulty level has its own set of Crows that you must find and capture in order to complete all 101 of the Umbral Tears Of Blood. The Crow entries in the Scenario Guide indicate the spot where the Crow resides, as well as the difficulty level you'll need to be playing to find it. Also listed is the Crow's number which corresponds to the in-game Rarities numbering system. The entry here is in the format of: 6 (2N / 2H / 2C). This shows there are 6 Crows total in the Chapter: 2 on Normal difficulty, 2 on Hard, and 2 on Non Stop Climax. → □ 02

09 Angelic Hymns

Angelic Hymns are special LPs that Rodin uses to make new weapons. This entry will let you know which weapon you can expect to find in the Chapter. It should be noted that some Hymns are broken into pieces, so you will need to find all of the pieces in a Chapter in order to complete the LP.

Red Hot Note: It is strongly suggested that you read the **Getting Started Chapter** prior to starting a new game. That chapter is loaded with vital information that will make playing the game a bit easier, as well as increasing your overall knowledge of the game's mechanics.

THE WITCH HUNTS

When you start a new game, it opens with you controlling Bayonetta alongside Jeanne. During this section, you'll be attacked by many Angels, but you are not restricted by health or damage at all. Instead, consider this a free time to get familiar with the

intricate combat system. There are no penalties here, and you can not die, so go ahead and cut loose. Experiment with different combos like                                                         

PROLOGUE: THE VESTIBULE

Verse 1: Cemetery Tutorial

This area begins with a tutorial on basic gameplay. As the cut-scenes play out, it's interesting to note that Angels exist on a different plane to Humans. Thus, Bayonetta uses witchcraft to cross over to their plane of existence to do battle, which is why Enzo can't see what is causing all the ruckus about him.

After the cutscenes are done, you will have control of Bayonetta in a cemetery. You'll immediately be taken to a tutorial that covers basic gameplay. During the tutorial, follow the onscreen prompts and perform the actions indicated to advance. Once you have performed the indicated action, you are free to keep playing with the combat in the current tutorial, or you can press the "Game Menu" button to move on to the next tutorial section. It should be noted that the tutorial will only activate the first time you play through this Chapter; subsequent replays after a proper save will be devoid of this tutorial. → □ 03

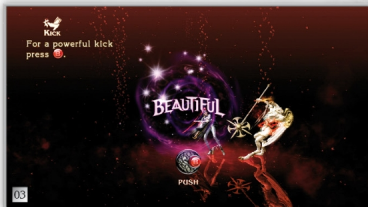
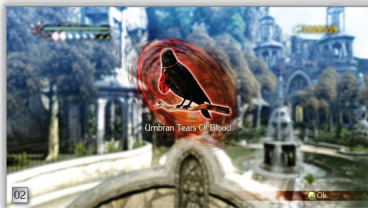
When you have cleared the first section of the tutorial, you'll be free to battle several Angels. After you have killed them all, a set of flying Angels will enter the cemetery from the rear. Once they are close to you, and the final section of the tutorial will begin. As before, perform the actions indicated and then press the "Game Menu" button to progress.

After you have finished the last section of the tutorial and killed all of the enemy, you'll trigger the next cutscene. When the scene is over, jump through the hole in the fence down to the next area. There you'll be faced with one last round of Angels. Kill them all to finish this Verse and receive your ranking.

Verse 2: The Plane Crash

The goal during this Verse is to use three Torture Attacks. A Torture Attack becomes available once you have filled eight orbs in your magic meter. You start the game with just eight orbs, but you'll be able to acquire more as the game progresses.

Attack the enemy to fill your magic gauge. If you take a hit, you will lose four orbs per hit, so avoid taking damage at all costs. Once you have filled your gauge, get close to an enemy and press  to initiate the Torture Attack. During this section, all Torture Attacks are Megaton events which require you to press  rapidly for 2 seconds. Press the button quickly to fill the Megaton gauge which will increase the strength of the attack as well as award you a higher Halo bonus.  04



CHAPTER I: THE ANGEL'S METROPOLIS

Verse 1: Central Station Platform

There are many breakables scattered about the Train Station. It's worthwhile to take a little time to go about smashing everything to collect items. Of particular interest is a hidden Broken Moon Pearl. If you destroy every bench on the second floor of the station, the train will leave. Once the train is gone, you can collect the Broken Moon Pearl that is lying on the tracks. When you're ready, go through the doors at the rear of the station on the ground floor. Be sure you're done before going through the door as it will lock behind you. → □ 01



1/16

Red Hot Tip! When the train leaves, get on its roof and ride it into the tunnel. Doing so will net you an easy 10,000 Halos.



#087 Normal Hard Non Stop Climax

This Crow resides at the rear of the station on the left-hand side. To easily grab it, get on top of the train and run down its length to the rear. As you get near the Crow, you'll see its distinctive red glow. Jump down from the train so that you land right on top of the bird and immediately hit → to make the grab.



You'll encounter a magical wall at the bottom of the stairs. Attack the wall repeatedly to shatter it, after which you have 5 seconds to go through before it reforms. Move forward and drop down into the hole ahead to find a Witch Coffin. Destroy it to get a key. Return to the magical wall with the key and kill the enemies that spawn there. Now use a well timed double jump to get over the hole and reach a door you can use the key on. Once you use the key, this Verse is over.

Verse 2: Witch Statues

You'll immediately come to a small book lying on the floor of the room ahead. This is one of Antonio's Notebooks. After you have the book, inspect the two statues near the water. This will trigger an enemy encounter. Destroy all the Angels to end this Verse.



#1: A Voyage Towards the Truth



Verses 8 (6/1H/1A)



Antonio's Notebooks #1, #2, #3



Broken Moon Pearl 2 (2/16)



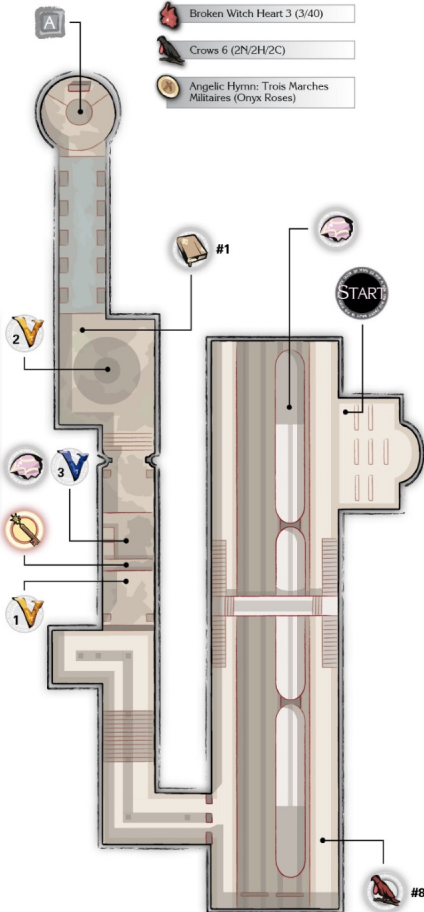
Broken Witch Heart 3 (3/40)

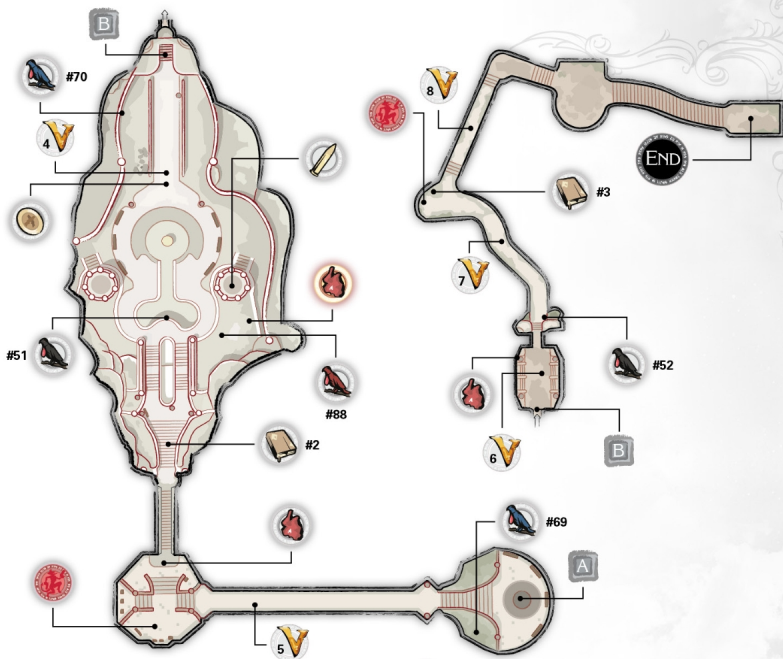


Crows 6 (2N/2H/2C)



Angelic Hymn: Trois Marches Militaires (Chryx Roses)





Verse 3: Alfheim Portal

Defeat all the Angels before time expires!
Enemies can be defeated during Witch Time.

This Verse is actually hidden and takes some work to find. After clearing Verse 2, inspect the statues again. You need to use these statues to activate Witch Time so that you can run across the water ahead. Run across the water to the far side. You will need to destroy the Golem Wall you will find there. Doing so activates an elevator, but do not get on the elevator just yet. Instead, back track to where you found the key in Verse 1. Destroying the wall has opened a hidden Altheim Portal there.



2/16

Verse 4: The Gates Of Hell

Get on the elevator and you'll automatically ride it up. It should be noted that once you ride the elevator up, you can't come back down, so make sure you are ready to go.

#069 Normal **Hard** Non Stop Climax

Once you reach the next area via the elevator ride, look to your left and you'll see a small grassy area. This Crow is hiding in the grass there. Jump over the wall just left of the railing and you'll land right on top of the bird. As you do this, be quick to hit  and snag the Crow before it flies off.

Move forwards down the hall to the small area ahead where a scene will trigger. After the scene is over, a new element will have been added to the game: the Gates Of Hell. This gateway takes you to the Gates of Hell where you can use the Halos you have collected to buy items. The gateway will be off to your left. To your right you'll see a balcony high up on the wall. Use well timed double jumps and wall jumps to get onto that balcony and find a Broken Witch Heart. ➡ 02



1/40



Red HotTip! Air Dodge is an excellent Technique to buy at this point in the game.

Head out into the plaza and you'll see one of Antonio's Notebooks lying clearly in the path. On the right and just off the path you'll find a Witch Coffin amongst the trees. Attack it repeatedly to destroy it and release its contents: a Broken Witch Heart. Near the Witch Coffin is a small gazebo that has a table with a jar on it. Destroy that jar to find an Arcade Bullet for use in the Angel Attack mini-game.



2/40



#2: The Crystal Witch & Sage



#051 Normal Hard Non Stop Climax

After you have Antonio's Notebook, look ahead and you'll see this Crow perched on top of a wall near the fountain. Run down and get just beneath the Crow, and then jump up for the grab. If you miss, run back to the head of the stairs. The Crow will come back and allow you to try again.



#088 Normal Hard Non Stop Climax

Near the Witch Coffin where you snagged the Broken Witch Heart is where this Crow is perched on a street light. You can grab him by walking down the right-hand side of the stairs and looking to your right. Once you see the Crow, get close and use a well timed double jump from the stairs to bump into the Crow and grab it.

When you're ready, move past the fountain in the centre of the plaza and you'll trigger an enemy encounter. Destroy all of the Angels to end this Verse. You'll see that the last Angel dropped an Angelic Hymn. →□ 01

Angelic Hymns can be traded for new weapons. Now that you have this one, it's a good idea to backtrack to the Gates Of Hell that recently opened so that you can claim your new weapon. Just enter the shop, and Rodin will do the rest. Acquiring this weapon will also open the alternate version for purchase in the shop. Buying the alternate version allows you to equip the weapon to both your hands and your feet simultaneously.



Trois Marches Militaires (1/1) – Onyx Roses



#070 Normal Hard Non Stop Climax

After clearing Verse 4, run forwards to the door that leads to Verse 6. As you get close, look up and to your left. There you'll see this Crow perched on a stone archway. Get just beneath it and then perform a double jump. At the apex of your jump, immediately hit ↘ to grab the Crow.



Verse 6: Cramped Encounter

After clearing Verse 5, return to the regular path and move forwards. You'll soon come to a door. Approach it and press ↘ to open it. Once through the door will close behind you, so make sure you are truly ready to proceed. Once you are in the next small room, enemies will spawn. Take them all out to clear this Verse. Now, get up onto the balcony on the left to find a Broken Witch Heart.



3/40

Verse 5: Hidden Battle

After you have completed Verse 4, Verse 5, a Hidden Battle, will be available. To trigger it, backtrack all the way to the elevator. Once you enter the elevator area, the enemies will spawn. Kill them all to clear this Verse.

Verse 7: Flashback Battle

After clearing Verse 6, attack the Golem Wall to break it and make your way to the next area. As you move forwards, you'll trigger a scene and will be submersed into a flashback from Bayonetta's past. Once you defeat the Angel here, the Verse will end. →□ 02



#052 Normal Hard Non Stop Climax

When the Verse is over, return to the start of the area where the Golem Wall is located. On your left, perched on the railing, is a Crow you can grab. Just run up under it, jump, and immediately hit to grab it.

Verse 8: Skyclad

As you make your way down the path, you'll find one of Antonio's Notebooks lying on the floor in front of a Gates Of Hell entrance.



#3: A Witch's Brew

After grabbing the book, go right down the path where a large Angel will begin climbing up the wall. Attack this beast to make him throw the bridge you are standing on. Then be ready for a Jump QTE.

QTE

After you succeed at the jump, you'll need to run down the stairs. At the bottom, the Angel will reappear and begin climbing the stairs after you. Don't hang around on the stairs, or you'll fall to your death as they crumble. Make your way back to the top and engage the Angel. Kill it and then this Verse, as well as the Chapter, is finished.

CHAPTER II: VIGRID, CITY OF DEJA VU



Verses 10 (7/3A)



Antonio's Notebooks #4, #5, #8, #9



Broken Moon Pearl 3 (5/16)



Broken Witch Heart 4 (7/40)



Crows 6 (2N/2H/2C)



Angelic Hymn: Quasi Una Fantasia (Shuraba)

Verse 1: Flashback With Jeanne

This Verse places you in a flashback where you'll have to battle Jeanne as Bayonetta from the past which limits your weapons to just handguns. Once you defeat Jeanne, the flashback and this Verse are over.

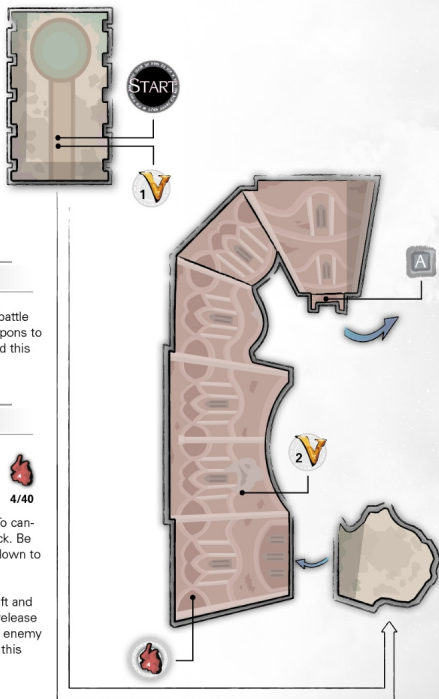
Verse 2: Witch Walking

After clearing Verse 1, you will now have the ability to Witch Walk. This allows you to walk on any surface as if it were normal ground as long as the light of the moon is shining on you. This means you can walk on walls and ceiling as easily as walking across the ground. To cancel Witch Walk, jump and then click the Left Analogue Stick. Be careful doing this as it will cause you to immediately fall down to the nearest horizontal surface.



4/40

Walk up the wall of the building to your left. Stay to the left and you'll soon find a gargoyle statue. Destroy that statue to release a Broken Witch Heart. Now head to the right to trigger an enemy encounter. Once you have defeated all of the Angels, this Verse is over. → 03





Verse 3: Proper Timing

After clearing Verse 2, make your way down the side of the wall to the door. Continue forwards and you'll find one of Antonio's Notebooks lying on the ground. At the end of the path is a Golem Wall. You'll soon discover that it reforms entirely and much too quickly to get past it. This means you'll need to slow time. Head back the beginning of the area to the pair of Witch Statues. Grab one and make your way back to the Golem Wall. Wait until the last second as you move towards the wall before using the statue; the closer you are to the door, the easier this will be. Once Witch Time is active, attack the door to break it and then move on to the next area. →□ 01



#8: An Unknown Metal Wall



#053 Normal Hard Non Stop Climax

This one is fairly simple. The Crow sits squarely in the middle of the street, so run towards it. You'll get close enough with a regular run to grab it before it can fly off.



#071 Normal Hard Non Stop Climax

As soon as you go through the door, look up and left to see this Crow perched on a small windowsill. Get beneath it and use wall jumps to reach it for a quick grab.

After you pass the Golem Wall, move forwards to a balcony area. Look to your right and you'll see a Witch Coffin that holds an Arcade Bullet. There is a small alcove to the left of the chest. On the right side of the alcove (near the ceiling) is a Broken Witch Heart, and on the left side is one of Antonio's Notebooks. When you're ready, move further into the plaza and you'll trigger a cutscene after which it's go time. Destroy all the Angels that have spawned to finish this Verse.



5/40



#4: Notes On The Topic Of Magic - I



#089 Normal Hard Non Stop Climax

As soon as you enter this area, look directly across the plaza from the raised balcony area you are on. At the far end of the plaza, directly ahead, you should spot a small nook. On the left side, you'll find this Crow perched on a balcony high above the ground. To get this one, you'll need to perform a jump followed by a wall jump off the back wall. Once you reach the apex of your wall jump, pull back towards the Crow for a double jump and you'll be close enough for the grab. Timing is tricky, but with a little practice you'll snag this one.

Verse 4: Runaway Trolley

Make your way out of the plaza to a narrow alley where a trolley car track is located. Head right and follow the tracks. Once you reach the bottom, a runaway trolley car will come barreling your way. Hold your ground and then evade it at just the right moment to avoid damage. Enemies will now spawn, so take them out to end this Verse. →□ 02

Verse 5: Alfheim Portal

Defeat all the Angels before time expires using the limited number of punches and kicks allotted!

This Verse will open after you have cleared Verse 4. To find it, backtrack up the path you are on and follow the trolley car tracks all the way to the beginning. You'll find this portal in the small alcove where the trolley car came from.



3/16

Verse 6: Alfheim Portal

Defeat all the Angels before time expires!

After clearing Verse 5, follow the tracks back down the path. At the bottom, head left, and look up. You'll see a small balcony above you that you can reach with well timed jumps. The Alfheim Portal is on the balcony.



6/40



#090 Normal Hard Non Stop Climax

While you are on this balcony, look up to the left-hand rooftop and you'll see this Crow. If he flies off after you climb on the balcony, simply sit still till he comes back. To grab him, go to the wall for a quick wall jump, and immediately hit  for the grab. The camera is tricky here since the jump takes you into the game's environmental ceiling, but if you hit  at the apex of your wall jump (just before you start to fall), you'll grab this bird.



Verse 7: Twin Trouble

Once you enter the plaza, go right to find a Witch Coffin with concoction items in it. Above that chest is a balcony where you'll find one of Antonio's Notebooks. On the left side of the plaza is another Witch Coffin with small Purple Butterflies in it. Move to the centre of the plaza, and you'll trigger an enemy encounter. Destroy them all to finish this Verse and receive an Angelic Hymn. → 01



Quasi Una Fantasia(1/1) - Shuraba

#5: Notes On The Topic of Magic - II

Verse 8: Alfheim Portal



Defeat all the Angels before time expires, while executing the required number of Torture Attacks!

After clearing Verse 7, backtrack as far as you can. You'll find this Alfheim Portal when you reach the Golem Wall that you had to pass to initially enter the first plaza.



4/16

Verse 9: Terrible Twos

After clearing Verse 8, make your way back to the plaza where Verse 7 took place. Now head down the path to the next area. On your left you'll see a doorway with a pair of broken Witch Statues. You can't do anything with these statues at this point, you will however find a notebook on the ground in front of them. There is also a Gates of Hell entrance to the right of the notebook, so use it to have Rodin craft you a new weapon from your latest Angelic Hymn.



#9: About the Umbra Witches - I

Once the book is yours, head to the right and down to a small area where a Golem Wall is located. Entering this area will trigger an enemy encounter. Kill all the Angels that appear, and this Verse is done.

Verse 10: Across the Chasm

When you have cleared Verse 9, you'll see a Golem Wall in the area you are in. There is also a Witch Coffin you can destroy to find a Broken Moon Pearl. To the right of the chest is a balcony. Use well timed double jumps and wall jumps to get up there. Now head right and you'll find a small tree. Suspended in the air above that tree is a Broken Witch Heart. Use double jumps to grab it. → 02



5/16



7/40

Your next goal is to destroy the Golem Wall and make your way across the chasm. However, this wall reforms quickly meaning you'll need to use Witch Time. Go back to the previous area and raise one of the Witch Statues. Now make your way back to the Golem Wall and activate Witch Time. Break the wall and quickly cross the chasm before Witch Time expires.



#054 Normal Hard Non Stop Climax

Once you are across the chasm, move forwards to find the door on the right. Before going in, look up and to your left to see a Crow perched on a street light. Get underneath the light and perform a double jump. At the apex of your jump, quickly hit to grab the Crow before he gets away.



#072 Normal Hard Non Stop Climax

As soon as you cross the chasm via the destroyed Golem Wall, look to your right. This Crow is sitting amongst the trees just off the path. Jump on top of it and perform the grab in order to bag this bird.

A cutscene will trigger when you move through the door after which you face a battle. Reduce the beast's life-bar by two-thirds, and you'll trigger a QTE event. Get past that, and you'll be done with this Verse and Chapter. → 03

QTE +

CHAPTER III: THE BURNING GROUND



Verses 12 (8 / 4A)



Broken Moon Pearl 3 (8 / 16)



Crows 2H (2H / 2C)



Antonio's Notebooks #6, #10, #11



Broken Witch Heart 5 (12 / 40)



Fantaisie Impromptu (Kulshedra)

Verse 1: Fiery Encounter

The ground here is broken and several spots are on fire. If you step into a fire you'll take damage, so avoid it. Once you move into the centre of the plaza, Angels will appear. They are engulfed in flames and are not vulnerable to regular attacks. The only way to affect them at this point is to activate Witch Time, which will allow all attacks to land. You can also claim their Angel Arms for your own use and deal instant damage to the Angels. Finally, using Torture Attacks works instantly too. Later in the game, you'll gain weapons (Durga and Odette) that will allow you to walk on fire unharmed and also deal damage to fiery Angels immediately, but on a first play, you won't have that luxury, so stick to Witch Time, Torture Attacks and Angel Arms. →□ 04



#055 Normal Hard Non Stop Climax

From where you started this Verse, look to your left and you'll see a small alcove with a wrecked car and quite a bit of fire in front of it. This Crow is sitting on the ground near the wall behind the fire, double jump over the fire so that you land on the Crow. As you are falling, perform a grab immediately to nab this bird.

Verse 2: Alfheim Portal

Stay in the air for a set period of time!

This Verse is hidden in a rather tricky manner. From where you started Verse 1, turn and look behind you to see a raised area. Climb up to that area and you'll find a small dustbin. An Alfheim Portal will appear if you destroy it. You'll find it ahead and to the right of your present location. It's in the small sitting area located under the burning windows. To the right of that area is a Witch Coffin that contains an Arcade Bullet.



6/16

Verse 3: Wave Of Fire

Make your way out of the plaza through a small tunnel on the right. On the opposite side of the tunnel is a small pathway with some trolley car tracks. Head right, and you'll trigger a fiery trap. A wave of lava will burst forth and begin rolling towards you. You must now run quickly and stay ahead of the lava or else perish instantly. As you make your way down the path, Angels will appear, but you can ignore them (if you don't care about your combo score) and simply run to the exit which will be at the bottom of the path on the right.

Verse 4: Walk The Dog

After clearing Verse 3, continue on to the next plaza courtyard where you'll trigger an enemy encounter. Once the Verse is over, you'll find the Angel has dropped an Angelic Hymn. This one is not complete, it is only half of the whole meaning. You'll have to find the other half later in this chapter to complete the LP. On the right and left sides of this area you'll find Witch Chests which you can destroy to gain concoction items.

Fantaisie Impromptu (1/2) – Kulshedra

Verse 5: Alfheim Portal

Defeat all the Angels before time expires using only Angel Arms!

After clearing Verse 4, make your way down to the next area. In the next courtyard, you'll find a pair of Witch Statues on your left. To the right of those is a Gates Of Hell entrance should you want to visit the Gates of Hell. If you go to the far right, you'll come to a small area near a chasm. You'll remember this area from the previous chapter. Climb up to the balcony on your right to find the Alfheim Portal. →□ 05



8/40

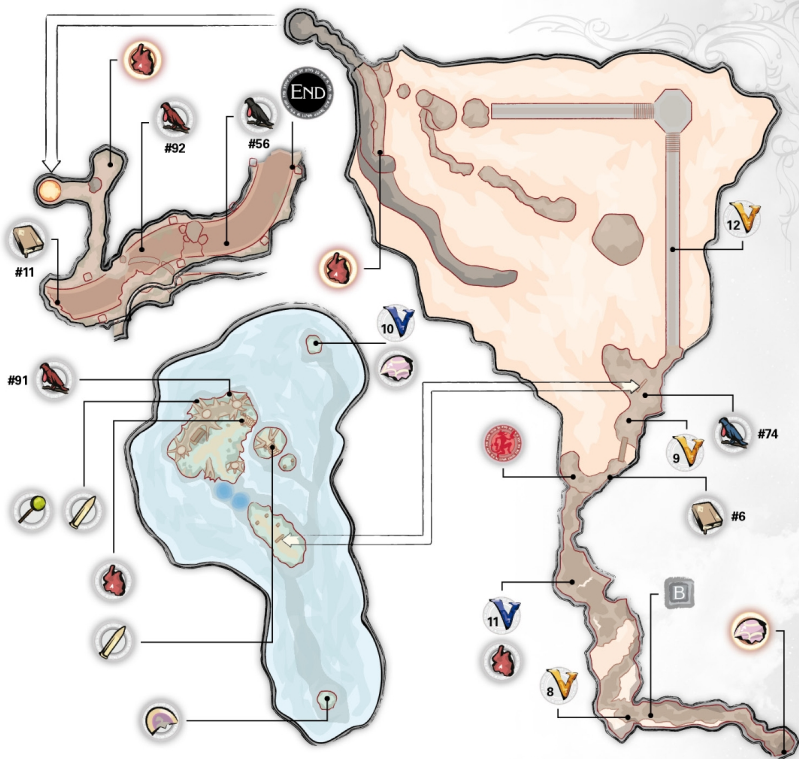




You'll see this Crow to the left of the balcony that holds the Alfheim Portal just behind a small tree. A well timed jump will land you on top of the Crow for an easy grab.

Verse 6: Cross The Buildings

When the scene is over, you'll be Witch Walking on the side of the buildings with lava down below you. Near you is a rocky bridge to the next building. Approach it and Angels will appear. Take them out and then continue. Take a left after reaching the



next building to find another bridge. Cross it and then head right. Carry on avoiding the exploding walls while making sure to jump over the pits that open before you. Make your way to a wrecked bus on your right that serves as a bridge to the next building. Run up the bus and the adjoining building until you reach the top. At the top the building will collapse and you'll soon be faced with a QTE.

QTE

Verse 7: Courtyard Catastrophe

Once you clear Verse 6, you'll be in a small alley. Head forwards and you'll immediately find one of Antonio's Notebooks lying directly in your path. Continue past where you found the notebook to the courtyard ahead. Once you reach the centre, you'll trigger another enemy encounter. When the Verse is complete, don't get complacent as you will soon be faced with a Megaton event. Watch the screen, and at the right time, press rapidly to get through the event.

#10: About The Umbra Witches - II

Verse 8: Fiery Fiends

When Verse 7 is done, you'll find yourself in some catacombs. Before heading forwards, turn and run to the rear to find a Witch Coffin that holds a Broken Moon Pearl. Once you've ransacked the chest, head up the tunnels where you'll soon be attacked by some Angels. → 01



7/16



Verse 9: Falling Bridge

Make your way out of the tunnels and you'll come to a Gates Of Hell entrance. Go right from there to a small wooden plank. Just before you reach the plank you'll encounter one of Antonio's Notebooks.



#6: Notes On The Topic Of Magic – III

Continue down the plank to the area below. You'll soon encounter an inactive portal. Go right of that and try to cross the bridge ahead. After you have gone a short distance, the bridge will collapse. Backtrack to the portal and Angels will spawn to do battle.



#074 Normal Hard Non Stop Climax

This Crow is perched on top of the portal. A well timed double jump will get you near enough to grab it.

Verse 10: Alfheim Portal



Defeat all the Angels before time expires! However, Witch Time has been disabled!

After clearing Verse 9, the portal will become active. Go through it to reach the next area. As soon as you cross through the portal, turn around and head back behind the portal to a small island where you will find an Angelic Hymn. This piece matches the one you found earlier thus completing the LP.



Fantaisie – Impromptu (2/2) – Kulshedra

After you have claimed the Hymn, make your way back to the portal. When you reach it, go to your right. In the distance is a small island with an Alfheim Portal.



8/16

Return to the large portal once more. In front of the portal you'll find a pair of Witch Statues. Use them to activate Witch Time and then cross the water pillars ahead to the next area. When you are across, you'll see a switch which you should ignore for now. Instead, go right to find a Broken Witch Heart at the base of a tree. To the right of the Broken Witch Heart you'll find a small island that holds an Arcade bullet.



9/40

Red HotTip! When you reach the switch, go left and you can walk behind cliffs to find a small ledge. Follow the ledge and you'll soon find a large Green Lollipop.



#091 Normal Hard Non Stop Climax

Just behind the tree where the Broken Witch Heart was located is a series of ledges. Use well timed double jumps to get back behind the tree and onto those ledges. This Crow is sitting between a couple of roots. It's more than likely that you'll scare him off as you try to get back there. If he flies away, move as far to the right as you can by following the ledge. Wait a bit, and the Crow will come back. Move towards him and use a well timed double jump to land on him for a quick grab. →□ 01

When you're ready, go to the switch and activate it. This will release an hourglass which will turn back time. If you activate it now, simply use the switch to release the hourglass once more. With the hourglass in hand, go back through the large portal. When you are on the other side, activate the hourglass to turn back time and restore the broken bridge. →□ 02

Verse 11: Alfheim Portal

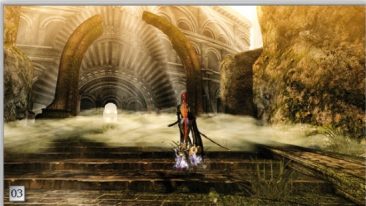
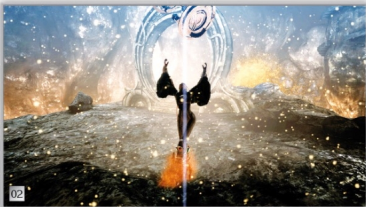
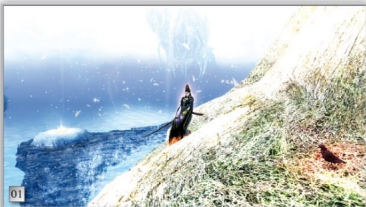


Defeat all the Angels before time expires! Enemies can be defeated using Wicked Weave attacks!

Once you have used the hourglass, backtrack to the tunnels that you started this area in. Mid-way into the tunnels you will find an Alfheim Portal. If you have collected both pieces of the Angelic Hymn in this Chapter, then stop by the Gates Of Hell and have Rodin fashion you a new weapon.



10/40



Verse 12: Bridge The Gap

After you have cleared Verse 11, make your way back to the restored bridge in the previous area. Start crossing the bridge, and Angels will fly in to attack. Destroy them all to clear this Verse.

Once Verse 12 has been cleared, continue down the path and it will begin to crumble. Be quick and use well timed double jumps to stay on the path as you make your way to the end. Once you reach the end, hold your ground and wait for the pathway to crumble under you. As it falls, you'll be faced with a QTE. Jump at the indicated time, and you'll land on a rocky path in the lava below you.

QTE 

Follow the new path towards a cliff. Climb up to the top of it and then go left to find a Witch Coffin that contains a Broken Witch Heart.



11/40

Now head back to the right and follow the path to a small chamber with a large tunnel above you. Witch Walk up the tunnel to

the area above. As you do so, avoid the lava pits and falling boulders. At the top, go forwards and then left to find yet another Witch Coffin that contains a Broken Witch Heart.



12/40

Now head right to an open area. Once outside, you'll see one of Antonio's Notebooks lying in the path. After claiming the notebook, go to your left and up the path to the Coliseum ahead to finish this Chapter. →  03



#11: The Old Coliseum



#056 Normal Hard Non Stop Climax

As you are heading up the path toward the Coliseum, you will see this Crow sitting directly in the path ahead of you. Simply run up to it for a fast grab to claim this one.



#092 Normal Hard Non Stop Climax

As you head up the path towards the Coliseum, you'll come to a broken piece of stone archway lying in the path. This Crow is sitting on the ground directly on the other side of the rubble. Jump over the obstacle to land on this Crow and grab it.

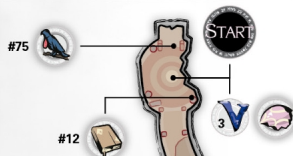
CHAPTER IV: THE CARDINAL VIRTUE OF FORTITUDE

Boss Fight: Fortitudo

This Chapter is strictly about beating Fortitudo. Please refer to Chapter 4: Angels to find a full strategy for this fight.



CHAPTER V: THE LOST HOLY GROUND



V Verses 14 (10/1H/3A)

Broken Witch Heart 4 (16/40)

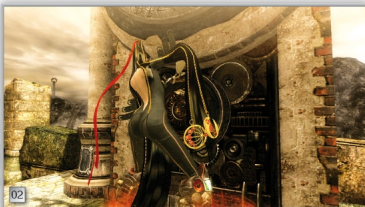
Antonio's Notebooks
#12, #13, #14, #15, #16

Crows 6 (2N/2H/2C)

Broken Moon Pearl 2 (10/16)

Angelic Hymn: Sonate in
D K. 448 (Durga)





Verse 1: Frequent Flyer Miles

At the start of this Verse, look to the left and you'll see one of Antonio's Notebooks. Once you have the book, make your way down the path and you'll be attacked by some Angels.



#12: Crescent and Sunrise Valleys

#075 Normal Hard Non Stop Climax

At the very start of this Verse, immediately turn around and look behind you to see this Crow on the ground. Run over to it quickly and you can easily grab it before it flies off.

Verse 2: Scratch and Claw

You'll soon encounter some Angels you'll need to dispatch. Kill them with style and this Verse will be done. Once it is over, you'll enter an Angelic Hymn. This is only a third of the whole LP so you'll need to find the other two parts later in this Chapter. →□ 01



Sonate in D K. 448 (1/3) – Durga

Verse 3: Alfheim Portal



Defeat all the Angels before time expires! Enemies can be defeated during Witch Time.

After clearing Verse 2, backtrack to the very beginning of the area to find the Alfheim Portal.



9/16

Verse 4: Trilogy of Terror

Make your way up the path and you'll be confronted by the first of three groups of angels. Dispatch the first group and continue forwards for a cutscene. Dispatch the Angels that appear after the scene and then move on to the third encounter to clear this Verse.

Verse 5: Call Forth The Moon

To the right of the Heavenly Manipulator is one of Antonio's Notebooks. When you're ready, use the Heavenly Manipulator to bring the Moon out. Now you can Witch Walk up the glowing structure and jump through the circular hole at the top. →□ 02



#13: Heavenly Manipulator



#057 Normal Hard Non Stop Climax

You'll find this Crow directly across from the Heavenly Manipulator on the opposite side of the path. Run quickly to it for a fast grab and this one is yours.

Once you land after the fall, destroy all the Angels that appear to complete this Verse. You'll then receive the second piece of the Angelic Hymn you are carrying. Only one more to go before it is complete.



Sonate in D K. 448 (2/3) – Durga

Verse 6: Into the Tower

After clearing Verse 5, look to the right of the stairway to find a Witch Coffin that holds a Broken Witch Heart. Next, make your way up the stairs to find a Gates Of Hell entrance. To the left of the entrance you'll see a broken area in the railing. Go there and drop down to the area below. You'll find one of Antonio's Notebooks and a Witch Coffin that contains a Broken Moon Pearl there.



10/16



13/40



#14: The Witches' Tears of Blood



#093 Normal Hard Non Stop Climax

This one can be a bit tricky. In the area where you land after the fall, look to the left of the staircase and on top of the second pillar to the left where you'll find a Crow. The best way to grab it is to break the Gargoyle statue on the left side of the staircase. Now stand on that pedestal and face the pillar the Crow is on. Jump and then double jump to the pillar. As soon as you hit the pillar, perform a wall jump and you'll be high enough to grab the bird.

Get back on the path and continue to a door. In front of the door is a pressure switch, and above the door is a ledge. Climb up onto the ledge and then jump out and fall down onto the switch to activate it. Go inside and begin climbing the spiral staircase. As you do, Angels will appear on the floor below you.

Verse 7: The Ascension

Use Witch Walk to climb the tower. As you go, make sure to get close to every piece of broken staircase and trigger it to fall. This is needed in order for Verse 8 to appear. Along the way, you'll encounter some Angels. Once you have killed them all, this Verse is over.

Verse 8: Alfheim Portal

Stay in the air for a set period of time!

After you have caused all of the staircase pieces in the tower to fall, the Alfheim Portal will appear on the floor of the tower. As you progress up the tower, you can angle the camera to look down at the floor. Once the Alfheim Portal appears, you'll be able to see its distinctive glow easily. To get down there fast, jump and then click the Left Analogue Stick to cancel Witch Walk, and you'll immediately fall down to the floor below.

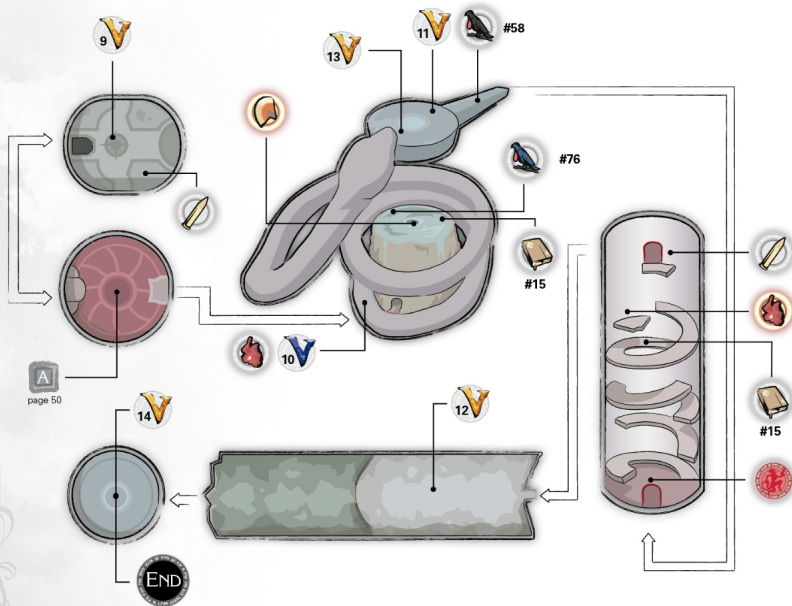


#094 Normal Hard Non Stop Climax

This Crow actually resides in the Alfheim Portal! Naturally this means you'll have to trigger the portal to appear and then enter it to find the Crow. Once inside, it is easy to spot. It sits on the bridge that leads to the battle ground. Mid-way up and on the right is where you'll find it. Just run up to the bird quickly for a grab and it's in the bag.

Verse 9: Statue Maintenance

At the top of the tower you'll find a Golem Wall that reforms too quickly for you to pass. This means you'll need to use Witch Time. Directly across from the wall is a ledge with a switch. Pull the switch to open a hole in the ceiling. Go into the room above and inspect the broken Witch Statue to trigger an enemy encounter. Kill the Angels that appear to clear this Verse which will also repair the statue. Near the statues are vases you can break, and one of them holds an Arcade bullet. When you're ready, use the statues to activate Witch Time and get past the Golem Wall below.





Verse 10: Alfheim Portal

Defeat all the Angels before time expires using the limited number of punches and kicks allotted!

Once you get past the Golem Wall, the way forwards is to take a left on the path ahead. Instead, take a right and follow the path all the way round to the end where you'll find the Alfheim Portal.



Verse 11: The Winding Path

Make your way up the winding snake path. Mid-way up the path, you'll see a small water filled area on the left. Enter that area and you'll find one of Antonio's Notebooks. Also, behind the column is a Witch Coffin that contains the third piece of the Angelic Hymn you're carrying. This completes the LP.

Once Rodin makes this weapon for you, the alternate version will become available for purchase.



Sonate in D K. 448 (3/3) – Durga

#15: Witch Graves Within the City



Normal Hard Non Stop Climax

In the small water area, look to the left to see this Crow sitting near a drain by the fence. The wind can push you around a bit here, but it is still possible to simply run up to the Crow and grab it. If you have problems with that, then perform a well timed jump so that you land on top of the bird.

When you're ready, get back on the snake path and continue to the top. On the way, you'll be attacked and the path will begin to crumble. Maintain a steady run, and you'll get past this, but be aware that towards the end the path breaks away completely and requires a well timed jump to get across. Once you safely make it to the top, you'll face another Angel battle. Destroy the beast to clear this Verse. → □ 01



Normal Hard Non Stop Climax

After clearing Verse 11, head up the path and you'll see this Crow sitting off to the right. Quickly run up to the bird and perform a grab to claim it.



Verse 12: Snake in the Sky

Enter the tower and you'll find a Gates Of Hell entrance. Now is a good time to enter and have Rodin fashion you a new weapon. Make your way up the broken spiral staircase. Along the way, you'll find one of Antonio's Notebooks and a Witch Coffin that contains a Broken Witch Heart. To the right of the exit door you'll see a Gargoyle statue that you can break to earn an Arcade bullet.



#16: Rodin & The Gates Of Hell

When you're ready, head outside via the exit and you'll be faced with an enemy encounter. Dispatch the Angel to clear this Verse. Once clear, do not go too far forwards just yet. There is a Hidden Battle available now that you'll want to clear first.

Verse 13: Hidden Battle

After clearing Verse 12, immediately go back all the way to the bottom of the tower and then head outside. Walking out onto the round platform where you finished Verse 11 will trigger the enemy encounter. → □ 02

Verse 14: Getting Wild

At the top of the tower, walk forwards, inspect the gate and then destroy it. Move forwards again and you'll trigger the next enemy encounter. The first section requires you to perform a series of jumps across floating rock platforms.

QTE ★ + ✕

Next, you'll be in for a fight. Once you get through this one, the Verse is over. After you complete this Chapter, you will have the ability to transform into the Panther. Also, the Gates of Hell have two new Techniques available which are "Bat Within" for 30,000 and "Crow Within" for 20,000. Both are worth buying now, but Bat Within is particularly worth while as it greatly enhances your evasions.

CHAPTER VI: THE GATES OF PARADISE

V Verses 9 (8/1A)

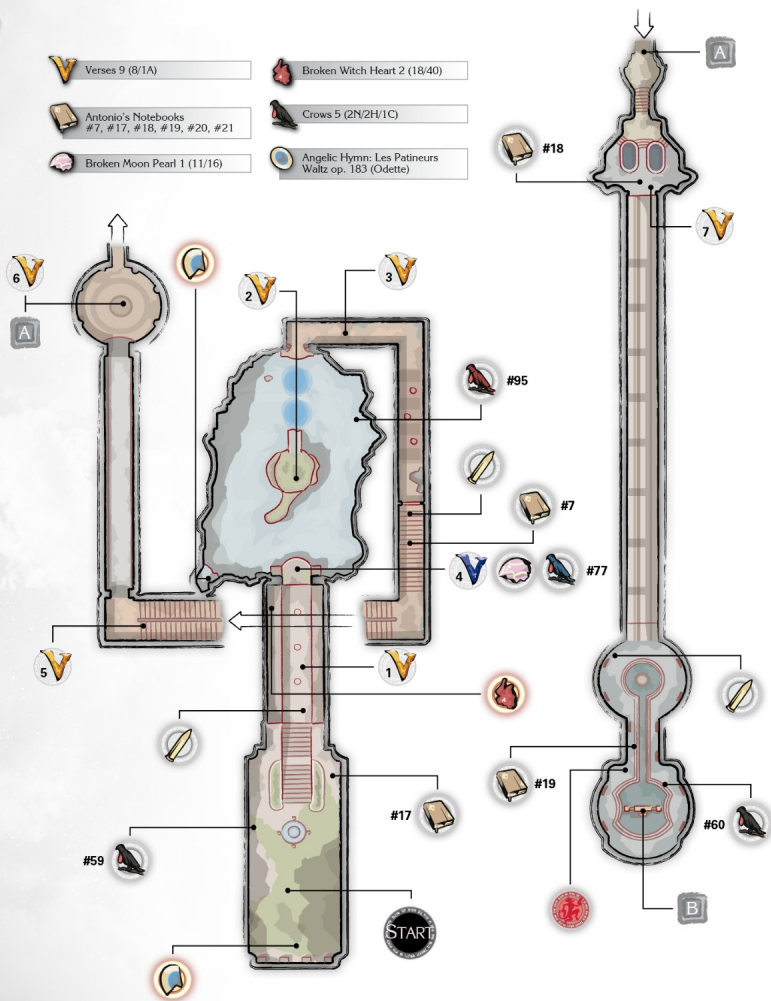
Broken Witch Heart 2 (18/40)

Antonio's Notebooks
#7, #17, #18, #19, #20, #21

Crows 5 (2N/2H/1C)

Broken Moon Pearl 1 (11/16)

Angelic Hymn: Les Patineurs
Waltz op. 183 (Odette)



Verse 1: Raising the Stones

At the start of this Verse, turn around and go to the back where you'll find a Witch Coffin that contains a piece of an Angelic Hymn. This is one of three pieces that you'll need to find.

Les Patineurs Waltz op. 183 (1/3) – Odette



#059 Normal Hard Non Stop Climax

Make your way to the fountain in the centre of the area and look left. You'll spy this Crow resting on the low wall there. This bird is quick, so you won't be able grab him with a simple run. Instead, get back and transform into the Panther. Run full speed toward the Crow, and at the last second, jump toward it for an in-air grab. Time this right, and the bird is yours.

Make your way forwards to a set of stairs that lead down to a gate. Before going down, look right to see one of Antonio's Notebooks against the wall. Once you have the book, continue forwards to the gate and break it. Cross to the next area where you'll face an enemy encounter.

#17: Entering Vigrid

Verse 2: War In The Water

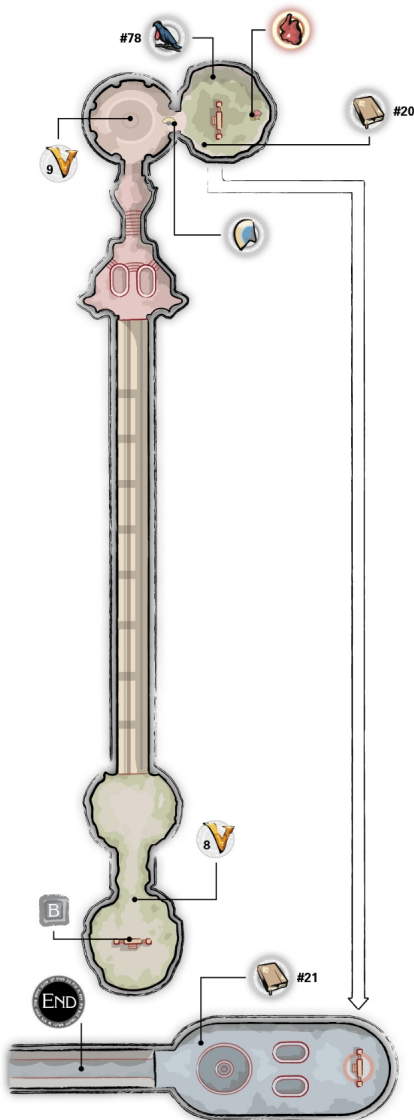
After clearing Verse 1, get up onto the left-hand ledge to find a Witch Coffin that contains a Broken Witch Heart.

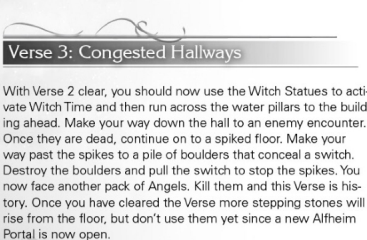
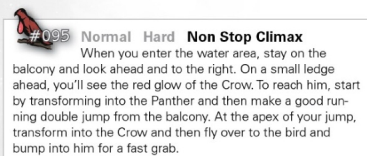
17/40

On the floor below, some stepping stones have appeared. What you need to do is step on them all quickly to activate the door at the rear of the hall. You need to be fast which means transforming into the Panther. In Panther form, run across all three stones in rapid succession to open the door and enter the next area. → □ 01

Once through, jump down into the water below and turn left to find a pile of boulders covering an opening in the wall. Attack the boulders to destroy them and reveal a Witch Coffin that contains the second piece of the Angelic Hymn you're carrying. Now make your way to the centre island and inspect the broken Witch Statues to trigger an enemy encounter.

Les Patineurs Waltz op. 183 (2/3) – Odette





Verse 4: Alfheim Portal

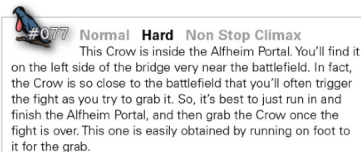


Defeat all the Angels before time expires while executing the required number of Torture Attacks!

Backtrack from where you finished Verse 3 to the water area. Cross the area to the far side and get on the balcony of the opposite building. This Alfheim Portal can be found on that balcony.



11/16



Verse 5: Stairway to Pain

After clearing Verse 4, make your way back to the spiked floor and transform into the Panther to quickly run across all three stepping stones and open the door ahead. You'll find one of Antonio's Notebooks beyond the door on the stairs directly ahead of you.



#7: Notes On The Topic Of Magic - IV

When the book is yours, continue forward to another enemy encounter. Once all the Angels are dead, move on to the bridge and dispatch the Angels that confront you there. When they dead, transform into the Panther and jump to the far side of the bridge to clear this Verse.

Verse 6: Motherly Love

Go through the door and you'll be faced with an encounter. In this one you must destroy all of the Angels before they can attack and kill Cereza. Take the Angels out with style, and this Verse is all yours. → 01

Verse 7: Escort the Child

As soon as you go through the doors you'll see one of Antonio's Notebooks on the ground to the right.



#18: The Laguna Faith and Vigrid's Rise

As you move forwards, you'll encounter Angels that are on an alternate plane of existence from you. This means you can't use regular attacks to hit them, instead, grab the large lamp pole that is on the ground here to pound the Angels silly. Now move forwards to the gate and destroy it to enter the tunnel. You must now move down the tunnel, while a very large and angry Angel chases you. Periodically stop to toss large items at the Angel to slow it down whilst moving forwards. When you come to a gate, destroy it quickly and then move on. Make your way to the end of the tunnel, and you're done with this Verse.

Verse 8: Angel Crush

Just outside the tunnel and on the left is a vase you can break for an Arcade Bullet. As you move forwards, you'll find another of Antonio's Notebooks on the right-hand side of the path.



#19: Purgatorio, Centre of the Trinity



Normal Hard Non Stop Climax

Just past Antonio's Notebook (#19), and on the left, you'll see this Crow sitting in the courtyard. This one is fast, so a regular run won't be enough to catch it. Instead, get back and transform into the Panther and run full tilt at the bird. A full-out run as the Panther is all you need to grab this one. If you have a problem here, then jump towards the Crow just before you reach him, and you can snag the bird in mid-air as it tries to fly off.

Move around to the back of the portal and go through it. On the other side, you'll immediately face an enemy encounter. Dispatch the Angels and then move forwards for yet another fight. This will finish the Verse. → 02

Verse 9: Doppelganger

Transform into the Panther and chase the fake Bayonetta down the hall. Use well timed evades to get past the traps. Once you catch her, you're in for another battle. Destroy the imposter, and you'll be through with this Verse. Then you'll receive the third and final piece of the Angelic Hymn you're carrying. Just past the Hymn piece to the right is another one of Antonio's Notebooks. After getting the Notebook, look behind the portal to find a Witch Coffin that contains a Broken Witch Heart. → 03

18/40



#20: The Angel's Banquet Hall – Alfhelm
Les Patineurs Waltz op. 183 (3/3) – Odette



Normal Hard Non Stop Climax

You'll find this Crow just to the left of the large portal amongst the grass. This one is fast, so you'll again need to transform into the Panther and do a full-speed run at the bird for a quick grab in order to bag it.

The Verse is technically over, but you still have a bit of footwork to do. Go through the portal, and on the other side you'll find one of Antonio's Notebooks on the right-hand side of the path. Once you have it, move forwards to trigger a cutscene and the end of this Chapter.



#21: Prominence Bridge

CHAPTER VII: THE CARDINAL VIRTUE OF TEMPERANCE

Boss Fight: Temperantia

This Chapter is strictly about beating Temperantia. Please refer to Chapter 4: Angels to find a full strategy for this fight.



CHAPTER VIII: ROUTE 666



Verses 5 (5)



Antonio's Notebooks -



Broken Witch Heart 2 (20/40)



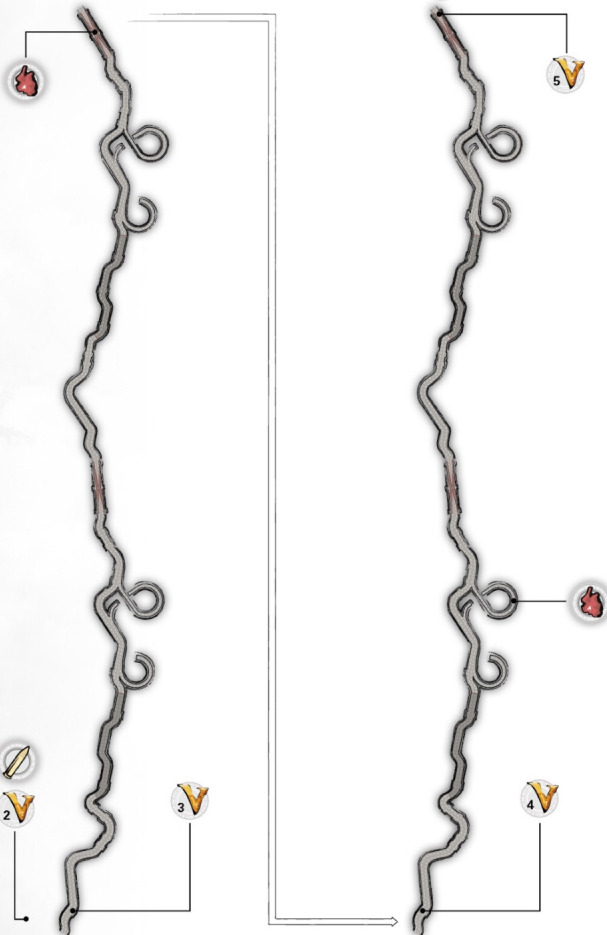
Broken Moon Pearl -



Crows -



Angelic Hymn: -



Verse 1: Vgrid Highway

Defeat all of the Angels on the rooftops of the vehicles, and you're clear of this Verse.

Verse 2: Playing in Traffic

Once past Verse 1, you find yourself on foot facing another pack of Angels. As always, kill them all and you'll finish this Verse. Be warned that, along with the Angels, you have to contend with oncoming cars that can run you over. Once the Verse is done, don't get complacent as you immediately face a QTE where you must perform a jump. Fail this, and the Witch Hunts are over.

QTE 

Verse 3: Vroom!

During this Verse, you will be driving a motorcycle. Your only method of attack is your gun. Other than that, you can Jump or Evade to avoid hitting things. The track you'll be racing on is a circle. Make a complete pass to clear this Verse. There is a Broken Witch Heart to grab as you drive through this Verse. You'll find it on the second bridge near the end of the track. Once you go through the second tunnel, you'll pass a side street on the right. After you are past that, begin looking for the bridge. You can drive up the right-hand side of the support beam. On the beam you'll bump into the Broken Witch Heart. →  19/40

Verse 4: Second Pass

Once Verse 4 starts, you'll soon go through a tunnel. After you are out, begin looking to the right for a side street that will take you over some broken bridge pieces. Go down that street and follow the bridge around to bump into the Broken Witch Heart. Now, complete a second pass around the track to finish this Verse and be ready for a QTE at the end.  20/40

QTE 

Verse 5: Street Fight

You will face a pack of Angels in the streets here. Defeat them all, and you're done with this Verse.



CHAPTER IX: PARADISO – A REMEMBRANCE OF TIME

V Verses 11 (7/1H/3A)

Antonio's Notebooks –

 Broken Moon Pearl 2 (13/16)

 Broken Witch Heart 5 (25/40)

 Crows 7 (3N/2H/2C)

 Angelic Hymn: Messiah, HWW. 56 (Lt. Col. Kilgore)

Verse 1: First Key

Make your way to the centre of the plaza ahead and you'll trigger an enemy encounter. Destroy the Angels here and you'll get a key. Use the key on the statue of the woman that is nearby to clear this Verse.

Verse 2: Alfheim Portal



Defeat all the Angels before time expires! You must be out-of-body to defeat the enemies!

After clearing Verse 1, go past the statue you just activated to the far-end of the plaza where you'll find a cracked wall. Destroy the wall to reveal the Alfheim Portal.  12/16

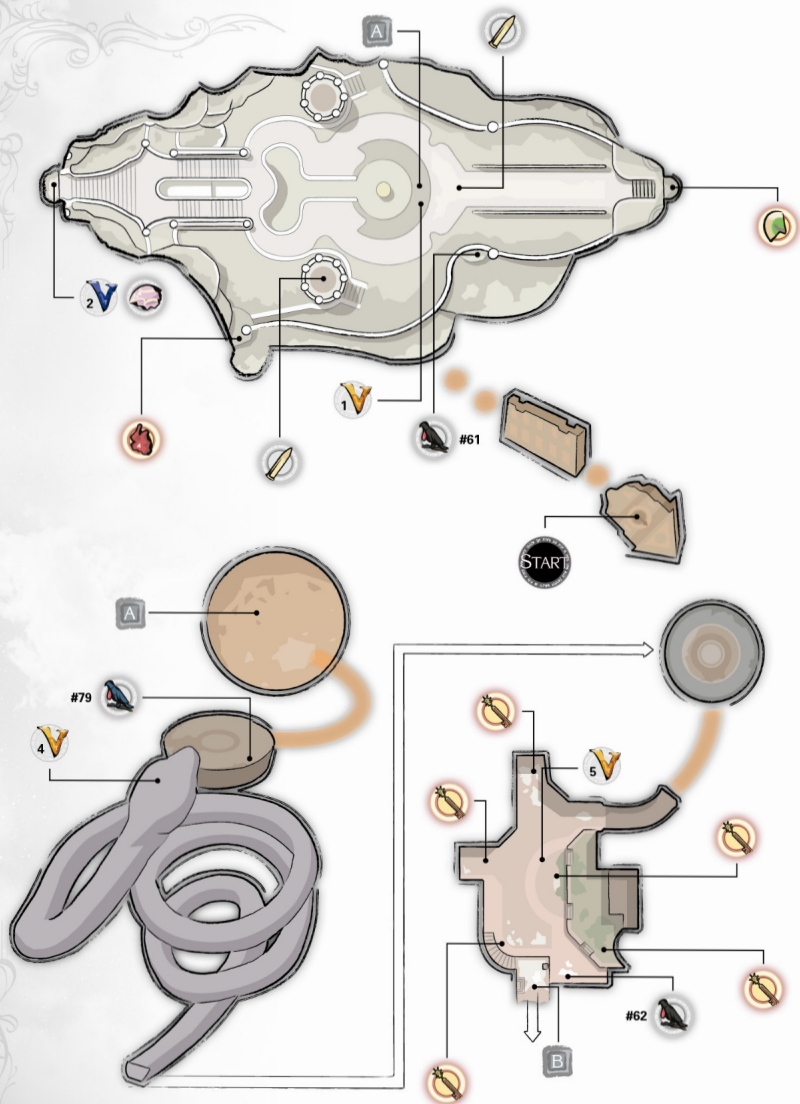
Verse 3: Second Key

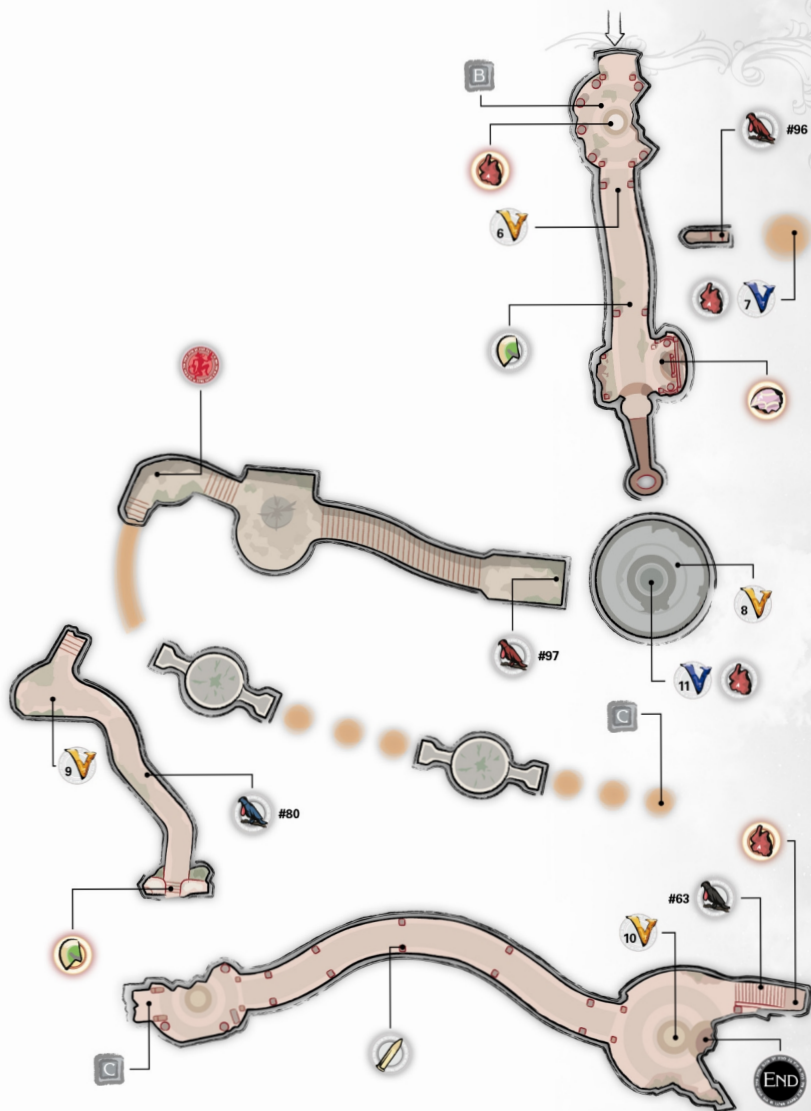
Before moving on to the next Verse, take some time to explore the plaza. After clearing the Alfheim Portal at Verse 2, go to the right-hand side of the plaza to a small open area. There you'll find a Witch Coffin containing a Broken Witch Heart. Next, make your way to the opposite end of the plaza to find another cracked wall you can destroy to reveal a Witch Coffin that holds a piece of an Angelic Hymn. This is one of three pieces you need to find in this Chapter. Finally, to the left of the statue you activated is a small gazebo with jars that you can break for an Arcade Bullet.  21/40

Messiah, HWW. 56 (1/3) – Lt. Col. Kilgore

#061 **Normal** **Hard** **Non Stop Climax**

From the Witch Coffin that held the Broken Witch Heart, stay outside the plaza area and follow the wall forwards to a small raised area. You'll find this Crow sitting near the wall. Run towards it and jump as you get near to perform an in-air grab. 





Once you are done treasure hunting, climb the golden circles the statue released, to reach the top of the ball. Here you'll trigger an enemy encounter. Once you defeat the Angels, you'll get a key. Run down to the bottom of the ball to find a statue you can use the key on. This will end the Verse.

Verse 4: Rolling Danger

Move forwards to the next area, and you will soon find yourself being pursued by a large rolling Occult Device. Run forwards and dodge the lightning strikes to activate Witch Time to buy yourself enough time to make it through this tortuous trial. Once you reach the end, get through the QTE to finish this Verse. → □ 01

QTE 

Red Hot Tip! Equip the whip, and when you reach the first Angel, jump into the air and pull him to you. Double jump off the Angel and then transform into the Crow. Do this correctly, and the ball will pass under you and move on. This makes it much easier to traverse this area and do combat with the Angels, thus ensuring a high rank for the Verse.



#079 Normal Hard Non Stop Climax

Before entering the path which starts the Occult Device rolling, look to the left to find the Crow perched on the fence. Walk over and get underneath it. A single jump is all you need to be in range to grab it.

Verse 5: Turn the Crank

Break the Golem Wall to form a new gear, and then use the pole in the middle of the platform to rotate the island and align the



energy path. Follow the path to the next area where you'll need to break open five Witch Chests to gather five pieces of a key. It doesn't matter what order you break the chests in; the results are the same. In the second, fourth, and fifth chests you'll encounter Angels. Destroy the Angels to complete the Verse and get the key.



#062 Normal Hard Non Stop Climax

You'll find this Crow on the ground to the left of the raised platform where the statue is located. This one is very fast. You'll have to get back, transform into the Panther and run full-speed towards the bird. Once you are near, perform a well timed jump to hit the bird mid-air for a grab.

Verse 6: Ahoy Mate!

Use the key on the statue and proceed to the next area. A Witch Coffin containing a Broken Witch Heart is directly ahead. After grabbing it, move on and you'll soon trigger an enemy encounter. Defeat the monstrosities here to finish the Verse and receive the second piece of the Angelic Hymn you are carrying. Just past the Hymn piece and on the left is a Witch Coffin containing a Broken Moon Pearl. → □ 02



Messiah, HWW. 56 (2/3) - Lt. Col. Kilgore



#096 Normal Hard Non Stop Climax

You'll find this Crow sitting on the stern of the boat wreckage on the left. Get on the boat, then run towards the Crow. Use a well timed double jump to land on top of this Crow for a quick grab.





Verse 7: Alfheim Portal

Defeat all the Angels before time expires!

After clearing Verse 6, get onto the boat wreckage on the left. Move to the rear of the boat and you'll see a magical platform in the distance. Double jump out and then transform into the Crow to reach the platform.

23/40



Verse 8: A Long Drop

Climb the structure at the end of the path and jump through the hole. Once you reach the bottom, destroy the Angels you encounter there, and then move on to the path ahead to clear this Verse.



#097 Normal Hard Non Stop Climax

After you clear Verse 8, move forwards to the first large Occult Device that is dropping down. Turn and look behind you. At the base of the stairs is a wall, and you'll see the distinctive glow of this Crow high up on that wall. This one is actually easier to get when you are coming back to clear Verse 11. When you're ready, get near the wall where the Occult Device is dropping. Now jump to the wall, immediately perform a wall jump, and then immediately follow that with a double jump. At the apex of your last jump, transform into the Crow and fly over to where Crow 97 is perched. Timing is critical here, and as soon as you bump into the Crow, be ready to make the grab. Do this correctly, and this bird is yours.

Verse 9: Hidden Battle

Continue up the path past a Gates Of Hell entrance, and you'll soon come to a magic walkway. The idea is to cross the walkway and go left to reach Verse 10. However, you should first use the pathway to reach the far side directly ahead. There you'll find three statues that you can break to release Angels. Release and destroy all three Angels, and you'll be done with this Verse.
→□ 03

After you defeat those enemies, stay on that side and continue down the path to find a cracked wall. Destroy it to reveal a Witch Coffin containing the third and final piece of the Angelic Hymn you're carrying. Now would be a good time to backtrack to the Gates Of Hell and have Rodin fashion a new weapon for you. Once you receive this weapon, the alternate version will become available for purchase.



Messiah, HWW. 56 (3/3) – Lt. Col. Kilgore



#080 Normal Hard Non Stop Climax

Mid-way up the path where the Hidden Battle occurs, you'll see this Crow perched on the railing on the left. This one is very fast, so you'll need to transform into the Panther and then perform a well timed double jump when you're near in order to hit the bird in mid-air as it takes flight. Do this correctly, and an in-air grab will net you this Crow.

Verse 10: Magic Path

Make your way forwards across the magical pathway and the platforms ahead. Once you reach solid ground continue onwards. You'll notice statues along the path that you can break. The third one you come to holds an Arcade Bullet. At the end of the path you'll trigger an enemy encounter. Destroy the beast, and you're done with this Verse.



24/40

Once the Verse is over, do not enter the building ahead just yet as that will finish this Chapter. Instead, go left to find a Witch Coffin that contains Broken Witch Heart. Then backtrack to Verse 11.



#063 Normal Hard Non Stop Climax

In front of the Witch Coffin to the left is a Crow. This one is fast, so transform into the Panther and run to the bird for a fast grab.

Verse 11: Alfheim Portal

Defeat all the Angels before time expires using the limited number of punches and kicks allotted!

After clearing Verse 10, backtrack to the area where you landed after the fall in Verse 8 to find this Alfheim Portal.

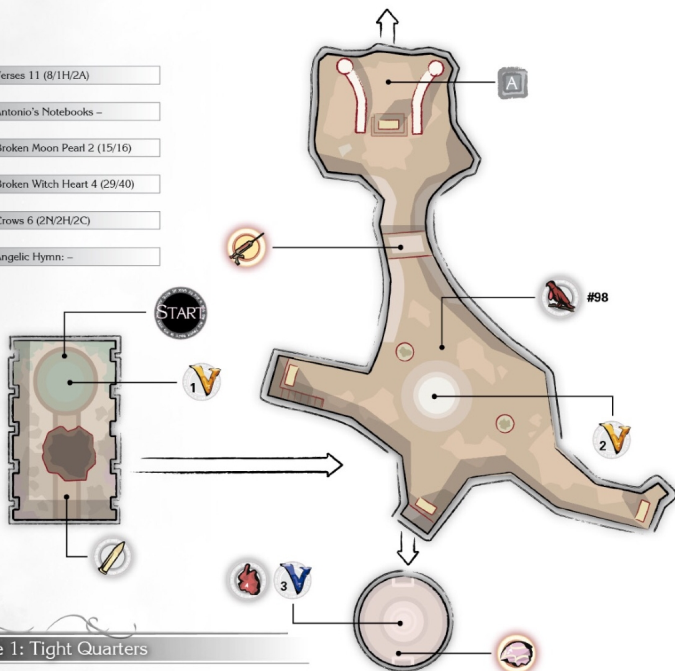
→□ 04



25/40

CHAPTER X: PARADISO – A SEA OF STARS

-  Verses 11 (8/1H/2A)
-  Antonio's Notebooks –
-  Broken Moon Pearl 2 (15/16)
-  Broken Witch Heart 4 (29/40)
-  Crows 6 (2N/2H/2C)
-  Angelic Hymn: –



Verse 1: Tight Quarters

In this small room, you face an enemy encounter. Destroy the Angels here to finish this Verse.

Verse 2: Gather the Pieces

There are four magic walls scattered about the area that you need to break. Each one you break forms a gear for the crank in the centre of the plaza. As you break the walls, Angels will spawn to do battle. Gather the four gears and destroy all the Angels you encounter to finish this Verse. → 01



#098 Normal Hard Non Stop Climax

You'll find this Crow sitting on the ground at the spot where you killed the second claw Angel (Gracious & Glorious). Simply find the spot where that beast met its maker, and you'll see the Crow sitting there on the ground. This little bird is slow, so you can simply walk up to it for a grab.

Verse 3: Alfheim Portal

Defeat all the Angels before time expires! Enemies can be defeated using Wicked Weave Strategy!

Once you have gathered all four gears, turn the crank clockwise to find a small island with this Alfheim Portal. The island also has a Witch Coffin containing a Broken Moon Pearl. If you turn the crank anti-clockwise, you'll come to the regular game path first. Should this happen, grab the crank and turn it once more until you line up with the hidden island.

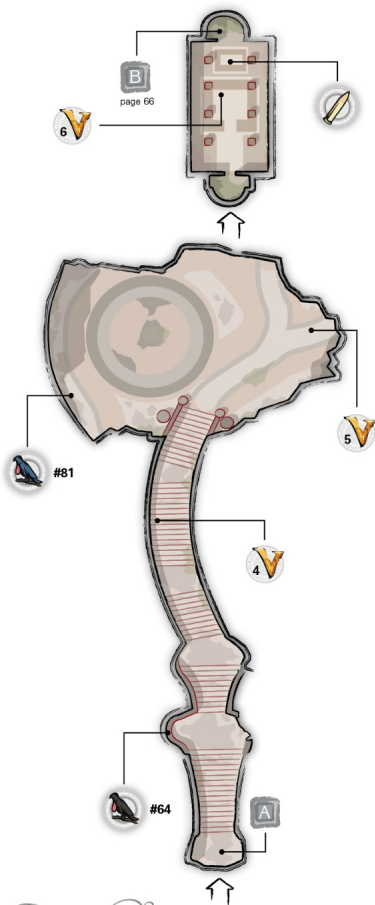
As you make your way back from this Alfheim Portal to the centre of the plaza, you will pass under a small balcony. Use well timed jumps to get on that balcony where you will find a Witch Coffin containing a Red Hot Shot. → 02



14/16



26/40



Verse 4: Guests on the Stairs

Make your way down the path and you'll soon trigger an enemy encounter. Destroy all of the Angels and the Verse is completed.



#64 Normal Hard Non Stop Climax

As you make your way down the path, you'll see this Crow perched on the low wall to your left. You'll need to transform into the Panther and run to the Crow. As you get close, jump so that you hit the bird as it begins to fly off. Do this correctly, and a fast in-air grab will net you this Crow.



Verse 5: Courtyard Encounter

At the end of the path you'll come to a small courtyard and a battle. Destroy the Angels here, and you're done with the Verse.



#081 Normal Hard Non Stop Climax

Once you get off the stairs, look left to see this Crow sitting in the grass. This bird is fast, so you'll need to transform into the Panther and run full-tilt at it. As you get close, the Crow will fly off to your right. Anticipate this, and perform a well timed jump to the right and you'll hit the bird mid-air for the grab.

Verse 6: Tumbling Turmoil

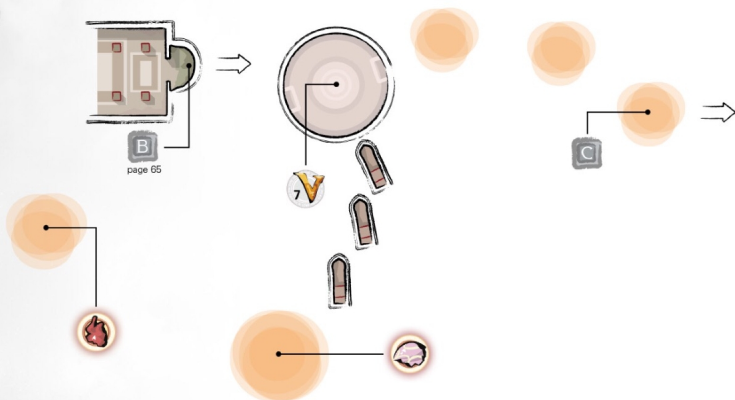
Continue forwards and enter the spinning room ahead where you'll face another pack of Angels. Destroy them all and this Verse is finished.

Verse 7: Floating Trio

Break the wall at the back of the room to open the exit. Wait for the spinning room to align itself with a platform and then quickly jump to the platform to go forwards. You'll encounter three Kinship (boat) Angels on the platform. Destroy all three to clear this Verse. Once they are dead, climb on the wreckage and make your way to the last ship. From the stern of that wreckage, double jump over to a magical platform where you'll find a Witch Coffin containing a Broken Moon Pearl. After you have

15/16

27/40



claimed that prize, turn and look to your right to see yet another magical platform in the distance. Jump towards it and transform into the Crow. Fly over to it to find a Witch Coffin that contains a Broken Witch Heart. →□ 01

Verse 8: Entangled

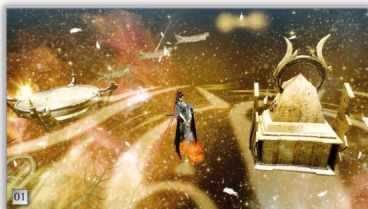
Make your way forwards to a long pathway guarded by four large tentacles. Run quickly past them to the head of some stairs where you'll find a statue you can break to release an Arcade Bullet. Keep moving forwards, and you'll soon trigger an enemy encounter. Kill the Angels, and you'll clear this Verse.



#065

Normal Hard Non Stop Climax

Once you are past the tentacles, turn around and look back up the path. On the left you'll see a Crow perched on the low wall. This one is slow, so you can simply walk up to it for an easy grab.



Verse 9: Alfheim Portal

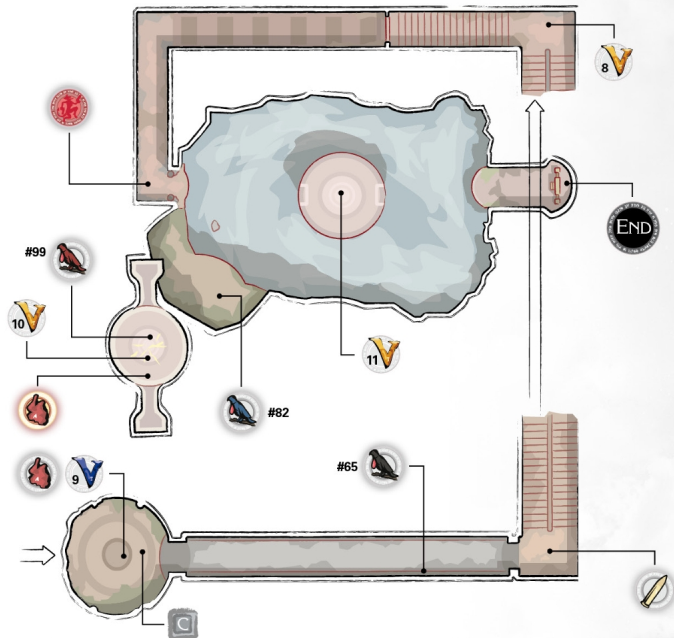


Defeat all the Angels before time expires using only Angel Arms!

Make your way past the spike floor ahead. Once past the spikes, you'll trigger the Alfheim Portal at Verse 9 to open. To find it, turn around and make your way back past the tentacles to the small courtyard. This is where you'll find the Alfheim Portal.



28/40



Verse 10: Hidden Battle

After clearing Verse 9, make your way back past the spike floor once more. You'll soon come to a Gates Of Hell entrance. Behind that is a weak wall that you can destroy. Once down, you'll see a floating platform in the distance. Double jump out and transform into the Crow to reach it. There you'll find a Witch Coffin containing a Broken Witch Heart, as well as two statues that you can destroy to release the Angels within. Defeat those Angels, and this Verse is done.



29/40



#099 Normal Hard Non Stop Climax

As with Crow 98, you'll find this bird sitting on the ground at the spot where you killed the second claw Angel (Gracious & Glorious). Look for the spot where that beast met its maker, and you'll find this Crow sitting there on the ground. It's slow, so you can simply saunter up to it for a grab.

Verse 11: Go For The Gold

From the platform that Verse 10 is located on, jump down to the area below to trigger an enemy encounter. Once the Angels are all dead, this Verse is over. When the Verse is clear, use the Witch Statues to activate Witch Time. Now run across the water and use a double jump and wall jump to get up onto the balcony ahead where the exit portal is located. → □ 02



#082 Normal Hard Non Stop Climax

Once you drop into the water area here, look to the right side just below the platform that holds Verse 10. There you'll find a raised area where this Crow is sitting. This one is slow, so get on the raised area with it, and then walk over to it for an easy grab.

CHAPTER XI: THE CARDINAL VIRTUE OF JUSTICE

Boss Fight: Iustitia

This Chapter opens with a minor enemy encounter, and then it's on to the Boss Fight. Here you'll confront Iustitia. Please refer to Chapter 4: Angels to find a full strategy for this fight.



CHAPTER XII: THE BROKEN SKY

-  Verses 10 (6/2H/2A)
-  Antonio's Notebooks #22, #23, #24
-  Broken Moon Pearl –
-  Broken Witch Heart 4 (33/40)
-  Crows 4 (1N/2H/1C)
-  Angelic Hymn: –

Verse 1: Offensive Weaves

At the start of the Verse, go right and follow the path to the rear of the area where you'll find a Witch Coffin that holds a Broken Witch Heart.



30/40

Go forwards and look carefully to your left. You'll see a pair of doors in the wall that are slightly askew. Attack those doors to break them open and expose a Witch Coffin that holds a Magic Flute. Continue on to find another chest that holds a Red Hot Shot. There you'll also trigger an enemy encounter. Kill them all



and then move on to the exit which will clear this Verse. Before going through the exit, look behind the barrels near the door to find one of Antonio's Notebooks.



#22: The Valkyrie Military Transport



#066 Normal Hard Non Stop Climax

You'll see a Crow in a cage near the exit stairs and to the right. Get close and then shoot the cage to shatter it. Immediately go for a grab as soon as you break the cage, as the Crow will try to fly off.



Verse 3: Hidden Battle

After clearing Verse 2, make your way back to the start of the area. The door that leads you back is above the cargo ramp, so you'll need to use a well timed jump and transform into the Crow to reach the door. Once you reach the starting point of this chapter, you'll trigger this Hidden Battle.

Verse 4: Alfheim Portal

Defeat all the Angels before time expires!
You must be out-of-body to defeat the enemies!

After clearing Verse 3, this Alfheim Portal will open in the same area. So sit tight and wait for it to appear.



#100 Normal Hard Non Stop Climax

You'll find this Crow sitting on the left-hand side of the bridge leading to the battleground. Simply run over to it for the grab.

32/40

Verse 5: Into the Wind

Once you make it out of the plane, you'll be faced with an enemy encounter. Kill all the Angels here, and you're done with this Verse.

Verse 6: Hidden Battle

On the walkway where you cleared Verse 5, you can see a propeller shaft. A well timed double jump will get you into that area. Once there, an enemy encounter will trigger. Now you need to use those enemies to activate Witch Time. When Witch Time is active, you can move past one of the spinning propellers. Keep using the enemies for Witch Time, and make your way to the very rear of the propeller shaft. There you'll see the entrance to a Alfheim Portal, but do not go in yet. First, you must kill all of the Angels that are present in order to clear Verse 6. Once they are all dead you're clear of this Verse. →□ 01



Verse 7: Alfheim Portal

Defeat all the Angels before time expires!
Enemies can be defeated during Witch Time.

You'll find this portal at the rear of the propeller shaft you entered for Verse 6. Once you clear this portal, you have to make your way out of the shaft. Now that you are on the opposite side of the propellers, you can attack the back of the engines. This will destroy them thus stopping the spinning blades and allow you to safely move forwards and exit the shaft.



33/40



#084 Normal Hard Non Stop Climax

You'll find this Crow on the right-hand side of the bridge that leads to the battleground. It's perched on the railing and can easily be grabbed by simply walking up to it.

Verse 8: Hello Jeanne

You now must do battle with Jeanne. Defeat her, and this Verse is over.

Verse 9: Little Cereza

Move forwards, and you'll find one of Antonio's Notebooks on the left-hand side of the plane. Once the Notebook is yours, continue onwards and you'll be challenged with protecting Cereza. You'll need to set her down in a safe area and then kill all of the encroaching Angels. Be careful not to put her down in the water, or she'll be electrocuted. When all of the Angels are dealt with, you're done with this Verse. →□ 02



#24: The Eyes of The World

Verse 10: Protect the Little One

Once again, you're challenged to protect Cereza. It's best to set her down near the exit, and then finish the Angels off. When they are all dead, this Verse is finished and so is the Chapter.

CHAPTER XIII: THE CARDINAL VIRTUE OF PRUDENCE

Boss Fight: Sapientia

This Chapter is a Boss Fight. Here you'll confront Sapientia. Please refer to Chapter 4: Angels to find a full strategy for this fight.



CHAPTER XIV: ISLA DEL SOL



Verses 3 (3)



Antonio's Notebooks –



Broken Moon Pearl –



Broken Witch Heart 2 (35/40)



Crows –



Angelic Hymn: –

Verse 1: Wild Ride

This is an arcade sequence. Guide the missile you are on through the area and shoot all the enemies. Once you are near the end, you will be thrown into a regular battle on top of the missile. If you kill the largest Angel that appears with a Torture Attack, you'll be rewarded with a Broken Witch Heart.



34/40

Verse 2: Missile Mayhem

More missile action in this Verse. As with Verse 1, kill the largest Angel during the foot battle with a Torture Attack to receive a Broken Witch Heart. → □ 03



35/40

Verse 3: Jeanne Wants To Play

You face Jeanne in a multi-stage battle in this Verse. Defeat her and you're done here.



CHAPTER XV: A TOWER TO TRUTH

	Verses 14 (9/4H/1A)
	Antonio's Notebooks #25, #26, #27
	Broken Moon Pearl 1 (16/16)
	Broken Witch Heart 4 (39/40)
	Crows 5 (2N/2H/1C)
	Angelic Hymn: -

Verse 1: Hidden Battle

At the start of this Verse, destroy the two statues to release the Angels within. Kill them both, and the Verse is completed. After finishing, go right up to the railing and double jump over it. At the apex of your jump, transform into the Crow and fly to the far side where you'll find a Witch Coffin that contains a Broken Witch Heart. →□ 01



36/40



#067

Normal Hard Non Stop Climax

Just past the Witch Coffin, run to the end of the path and you'll see this Crow resting on a beam near the ceiling on the left side. Use a jump, then double jump, and then wall jump to reach the Crow for a grab.



01



02

Verse 2: Fiery Combat

Make your way forwards to trigger the enemy encounter. Kill all the Angels, and the Verse is over.

Verse 3: Hammer Time

Keep moving forwards, and you'll run into this enemy fight. Destroy the Angels to complete the Verse. →□ 02

Verse 4: Hidden Battle

At the next door you come to, you'll find a pair of statues you can break to release the Angels inside. Kill them both to clear this Verse.

Verse 5: Fury in the Halls

Continue on through the hallways and you'll soon reach this battle. Kill the Angels here to wrap up the Verse.

Verse 6: Savagery on the Stairs

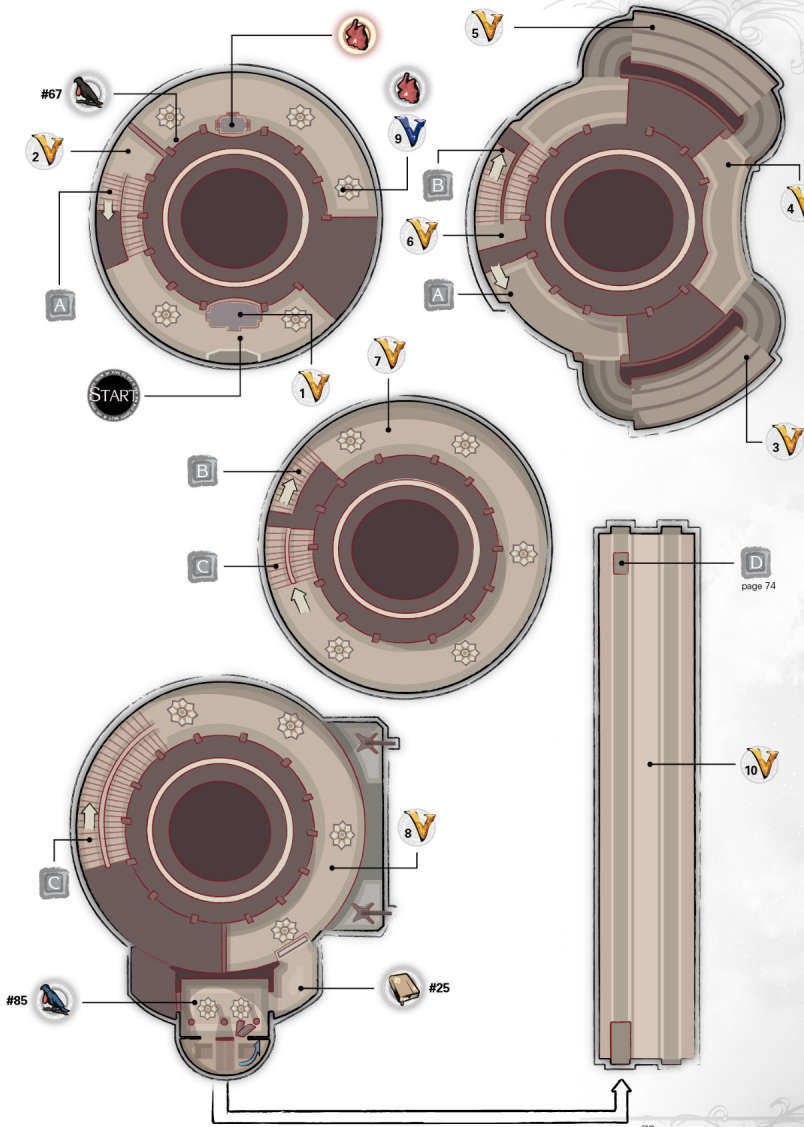
Keep moving forwards, and you'll come to this battle. As always, destroy the Angels to finish this Verse.

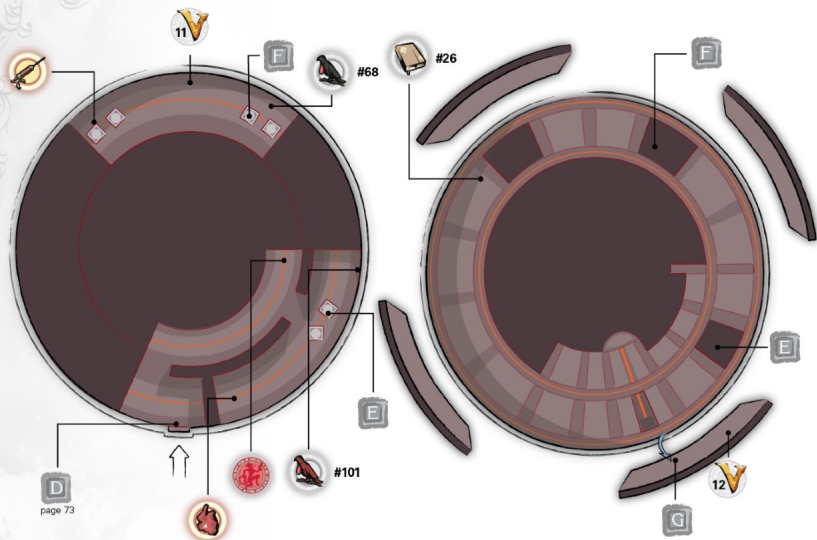
Verse 7: Hello There

Further up the hall a giant Angel will punch through the wall. Move past that area and further down the hall to trigger an Angelic battle. Kill the Angels to finish.

Verse 8: The Big Guns

Run further up the hall, and the giant Angel (Temperantia) outside will bust through. There are two large anti-aircraft guns on the balconies outside the window. Run and man the first one and fire on the Angel. You have to shoot him in the face to do damage. Once you have done enough damage, the Angel will destroy the gun you're on, so evade to miss the punch. Now get on the second gun and finish this beast off to end the Verse.





Verse 9: Alfheim Portal

Defeat all the Angels before time expires!
However, Witch Time has been disabled!

After clearing Verse 8, make your way all the way back to the beginning of the area. Jump over the railing and reach the far side where you found the Witch Coffin. The Alfheim Portal will now be available on that side.



37/40

Verse 10: Further In

Continue moving forwards through the hallways and you'll soon stumble across one of Antonio's Notebooks near the elevators. Once the book is yours, enter the elevator and prepare for a QTE. Next, Witch Walk up the walls. When you near the top, you'll trigger an enemy fight.



#25: Island in the Sun – Isla Del Sol

QTE ➡ + 



#085 Normal Hard Non Stop Climax

Just outside the elevators you'll find this Crow in a cage. Get in close and shoot it to break it open. Then immediately perform a grab to bag this bird.

Once you have cleared this Verse, continue onwards and you'll soon come to an area with some floating platforms. You need to use these to reach the area above you. Before going up, move to the rear of the area to find a Witch Coffin containing a Broken Witch Heart.



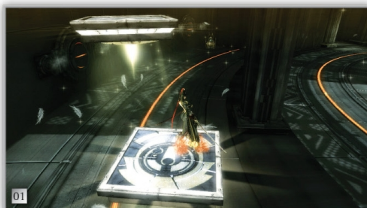
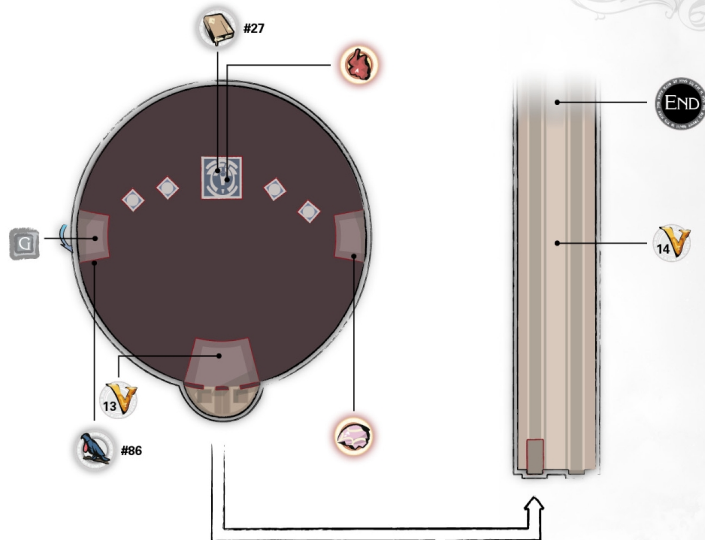
38/40

Now use the platforms to reach the area above you. → ☐ 01



#101 Normal Hard Non Stop Climax

In this area, before going up top, look in the left-hand corner to find this Crow in a cage. Approach the cage, break it, and then quickly grab the bird before it flies off.



Verse 11: Hidden Battle

Once you reach the upper area, turn around and move clockwise around the platform. You'll soon come to an opening in the floor. Drop down and you'll find a Witch Coffin with a Red Hot Shot below. You'll also trigger an enemy battle. Destroy all the Angels here to clear this Verse.



#068 **Normal** **Hard** **Non Stop Climax**

You'll find this Crow sitting on the floor in the left-hand corner of this area, at the end opposite the Witch Coffin. Walk up to it for the grab.

Verse 12: Hidden Battle

After you have cleared Verse 11, get back up top and move clockwise about the platform. You'll soon find another of Antonio's Notebooks.



#26: Ithavoll CEO - I

Make your way to the crank and turn it to activate the magic platforms. Use the smaller platforms to reach the first inner ring of large platforms. These platforms do not disappear, and are made up of groups of four platforms. Stay on this inner ring, and travel about it looking for hidden enemies. There are two sets to find. Once you have killed them all, you're done with this Verse.

→ □ 02

Verse 13: An Occult Device

Move on to the last platform section of the area. When you reach it, run around the ring until you come to a Witch Coffin off to the side. Break it open to receive a Broken Moon Pearl. This is the last Broken Moon Pearl to find, and if you've been following this guide, you now have a complete magic gauge.

16/16

39/40

From the Witch Coffin, use the floating platforms to reach the central platform further ahead. There you'll find one of Antonio's Notebooks. This is the last Notebook to find, and acquiring it will grant you a bonus Notebook thus completing your collection. Note that you'll get the bonus notebook whenever you find the 27th book. So if you missed one prior to this, then you'll get the bonus book after finding the other 27 notebooks, regardless of the order. Lastly, there is also a Witch Coffin on the central platform. Open that chest to receive a Broken Witch Heart.

#27: Ithavoll CEO - II
#28: To My Beloved Son



#086 Normal Hard Non Stop Climax

Once you've opened the chest at the central platform, make your way over to the empty ledge via the two floating platforms. On that ledge you'll find this caged Crow. Break the cage open and quickly grab the Crow before it flies off.

Now, make your way about the last ring of platforms to a ledge with a pair of elevator doors. There you'll trigger an enemy battle. Defeat the Angel and you're done with this Verse.



Verse 14: Angelic Lift

Enter the elevator on the left and then Witch Walk up the walls. Once you are mid-way up, you'll trigger a battle. Defeat the Angel, and this Verse is finished. Don't get complacent though. After the Angel is dead, you are faced with a rather tough run. A wall of fire will begin to descend from above, and you must now turn and run to a skylight which is your exit. You'll need to transform into the Panther and begin running back down the elevator shaft. If the fire gets close, use double jumps to stay ahead of it. Keep running, and you'll soon reach the skylight. Jump on it to crash through and complete this Verse. →□ 01

Now that the Verse is finished, you still have a little footwork to complete. After crashing through the skylight, you'll find yourself on a large ball suspended from the ceiling. Work your way around the ball and break the four glass bulbs that hold it up. Once all four are broken, the ball will fall to a new area. From there, run up the magical pathway to a portal to end this Chapter.

CHAPTER XVI: THE LUMEN SAGE

Boss Fight: Father Balder

This Chapter is a Boss Fight. Here you'll confront Father Balder. Please refer to Chapter 4: Angels to find a full strategy for this fight.



EPILOGUE – REQUIEM

V Verses 10 (9/1A)

Broken Moon Pearl –

Crows –

Antonio's Notebooks –

Broken Witch Heart 1 (40/40)

Angelic Hymn: –



Verse 1: Vroom, Vroom!

As Jeanne, you'll drive your motorcycle up the rocket while shooting the enemies that try to come up behind you. Once you have gone far enough, you'll end this Verse.

Verse 2: Magical Ride

You'll continue up the rocket as Jeanne on the motorcycle. Shoot or avoid the enemy as you move forwards, and at the end you face some fast-paced jumps, so be ready. Once you make all the jumps the Verse is over.

QTE



Verse 3: Ride On

Continue forwards on the motorcycle and you'll soon come to yet another complex series of jumps. Get past them all, and this Verse is done.

QTE



Verse 4: A Mad Dash

During this Verse, you must run up a crumbling rock pillar. It's best to transform into the Lynx to make this run. Reach the base of the statue ahead to complete this Verse.

Verse 5: Alfheim Portal



Defeat all the Angels before time expires! Enemies can be defeated using Wicked Weave attacks!

After clearing Verse 4, you are at the base of a large statue. You now need to run up the statue to the head to progress with the game. However, to trigger this Alfheim Portal to open, you need to run all the way up to the jaw of the statue and run over to its neck. Do not go too far up the hair of head or you'll trigger Verse 6. After you get close to the face and run over near the jaw, work your way all the way back down to where you started. The area there is round and once you get on it, run 180 degrees around it to the far side where you'll find the Alfheim Portal has opened. If you haven't missed any Broken Witch Hearts up to this point, then snagging this one will complete your collection to give you a full health gauge. → 02

40/40

Verse 6: The Big Bang

Make your way up the statue to the top of the head to trigger a massive Boss Fight. Defeat your foe, and you'll clear this Verse.

Verse 7: Wrapping Up

After clearing Verse 6, the credits will begin to roll, but don't set down your controller just yet as the credits will stop! You are now charged with destroying the remnants of the statue. Do so quickly to finish the Verse.

Verses 8 – 10: Let the Credits Roll

As the credits are rolling, you'll encounter three enemy battles. Do well on all three of these as each one counts as a Verse for this Chapter. → 03

Congratulations! You have beat the game!



Pure Platinum Battle Guide

Chapter 3

PURE PLATINUM BATTLE GUIDE

Chapter 3

In this chapter we will take you through every regular Verse in the game, providing expert advice on how to obtain the elusive Pure Platinum rank on each of them. Not only will you be able to meet the strict Pure Platinum requirements, but you'll be shown how to do it with style and ease, even in the toughest of battles. Whether you're playing on Normal for the first time, or aiming for Pure Platinum medals on Non Stop Climax, you'll find everything you need to truly master the game.

ABOUT THIS CHAPTER

In this chapter we will cover every single regular Verse in the game, and provide strategies for getting the Pure Platinum rank on each one. The only battles that you will not find in this chapter are the six main boss fights. These encounters are fully detailed in the Angels Chapter to give them the complete coverage that they require. For each Verse we'll provide the ideal strategies for the Normal, Hard and Non Stop Climax difficulty settings. On Verses where the enemy set and Platinum requirements are the same across difficulty settings, a shared strategy will be given for these difficulty levels.

Note that the strategies given for the Normal setting are designed to get you through a first play, using only the weapon and accessories available to you at that point in the game.

Detailed tables will inform you of all the requirements and enemies you will be facing beforehand, so that you can be fully prepared and know your target scores. The maps provided here show only the locations of each Verse, including the hidden Altheim Portals. For detailed descriptions on how to find the Altheim Portals, see the Scenario Guide.

GENERAL STRATEGIES

Before you get into any serious fighting, there are some key pieces of information that will be of great help when striving for the Platinum ranks.

Know when to quit

Providing a Verse is still active and you have not yet received the results screen for it, you can cheat the system slightly and retry the Verse if you think you may have failed one of the Platinum requirements. From the Pause Menu, simply return to the Title Screen and then choose to Continue and you will restart just before you entered the Verse that you quit out of. This can literally save you hours of time if you are going for Platinum on every Verse, as it will negate the need to replay whole stages if you happen to get hit. It also allows you to experiment slightly within a single Verse you are having difficulties with and find a method of completing it that works well for you.

Taking Damage

Getting two Platinum and one Gold rank on the results screen at the end of a Verse will still give you an overall Platinum rank for the Verse, so if you are just going for regular Platinum, you can afford for example to take a small amount of damage and still get the Platinum rank. If you are going to do this, learn how much the Gold rank damage limit is on each difficulty, so that you know if you are within the limit or not. If you go over that amount then you should quit back to the Title Screen so that you can try again.

This amount of damage may not seem like much, but it will normally be enough to allow you to take one or sometimes two hits from most enemies, and will also cover most types of environmental damage. Damage sustained (outside of a full death) in between Verses will not affect your overall rank, so there is no need to reload if you take damage outside of a Verse by walking on some lava, for example. You can go into a Verse with less than half of your health, and providing you don't get hit within the Verse itself you will still get the Platinum damage rank.

The Right Accessory for the Job

Having the right Accessories equipped can make all the difference in a Verse, so make sure you study all the information and

conditions available to have the right things set up ahead of time. On any Verse that involves protecting either your body or Cereza, for example, you should have the Gaze of Despair equipped to make sure that all the enemies focus on you, so they will be less likely to go off and attack the thing you are protecting.

The Gaze of Despair will also come into play heavily on Verses that require you to build up large amounts of Magic for Torture Attacks or Wicked Weave attacks, and when combined with the Eternal Testimony, the Magic will come in at an incredible rate. You will also be able to spend much longer Taunting enemies to gain Magic with the Gaze of Despair equipped, since every enemy has to go through its Enrage animation before it will attack.

The Moon of Mahaa-Kalaa is undoubtedly one of the most powerful Accessories in the game, and once you have acquired it, it should rarely be unequipped, especially on the higher difficulty levels, where it is all but essential. This Accessory will allow you to control tough enemies like nothing else in the game, and can create numerous attack windows that would have otherwise been unavailable. If you are having trouble in a Verse, especially on Non Stop Climax, the Evil Harvest Rosary can also be a real difference maker. With no penalty to speak of on that difficulty, this Accessory can be truly devastating, as the explosive blast it gives off after an Evade will Stagger even the largest of foes, and give you a opening to attack.

The Power of the Pistol

The default pistol shot with  is arguably the most useful tool in the game. The fact that you can use this at any time, no matter what weapons you have equipped, will allow you to have much more variety in your weapon setups and still have access to a ranged weapon. Learning to use this weapon properly to keep your combo multiplier active is one of the most important skills to master in the game, and will make all the difference in many different Verses.

Any time you are not actively attacking an enemy, or when either you or the enemy were knocked away by an attack, you should be shooting with this weapon to give you that small amount of extra time needed to land your next real hit. Learn to use a quick burst with it after every combo or Evade, so that it becomes second nature, and you will soon find yourself keeping the multipliers going longer than you ever thought you could.

The next group of enemies down below after the cutscene is another excellent place for you to use a Cowgirl Spin, especially if you Snare the Bow Applaud, as it will only do minimal damage to him, but it will devastate the Affinities. If there are any Affinities left after one Cowgirl Spin, finish them off quickly with Shuraba and take down the Applaud's health until it is ready for a Torture Attack.

Once that group of enemies is dead, Fairness will begin to spawn at the base of the cliff. If you have met the Platinum

combo requirements you should run in and take advantage of its long spawn time. Use a Witch Twist to launch it and use **air** and repeat it until it is almost dead and then use a Torture Attack to finish it off. If you need some extra combo points you should keep your distance at the start so that Fairness uses its Fireball attack which you can then Parry back. The returned Fireball does very little damage but gives you plenty of combo points, so you can keep this up for a while to get as many points as you can before using the Torture Attack.

VERSE 2: THE PLANE CRASH

	Normal				Hard				Non Stop Climax			
Time	01:50	01:40	01:30	01:20	04:30	03:50	03:10	02:30	03:20	03:00	02:40	02:20
Damage	1,500	1,000	500	0	3,000	2,000	1,000	0	4,500	3,000	1,500	0
Combo	700	1,092	1,484	2,660	600	852	1,104	1,880	500	650	800	1,250

Angels

Normal	Spear Affinities (x)
Hard & Non Stop Climax	Glory (x)

Normal

This Verse will introduce you to using Torture Attacks. The fight will be in permanent Witch Time until you have done two Torture Attacks, after which it will revert to normal time. Use the permanent Witch Time at the start to kill some of the enemies and build up your combo Multiplier, only moving on to torture attacks when you know your combo score is high enough → 01. With the extra advantage of a clock on-screen in this Verse you will know exactly how long to stay in the fight and still get the Platinum time rank.

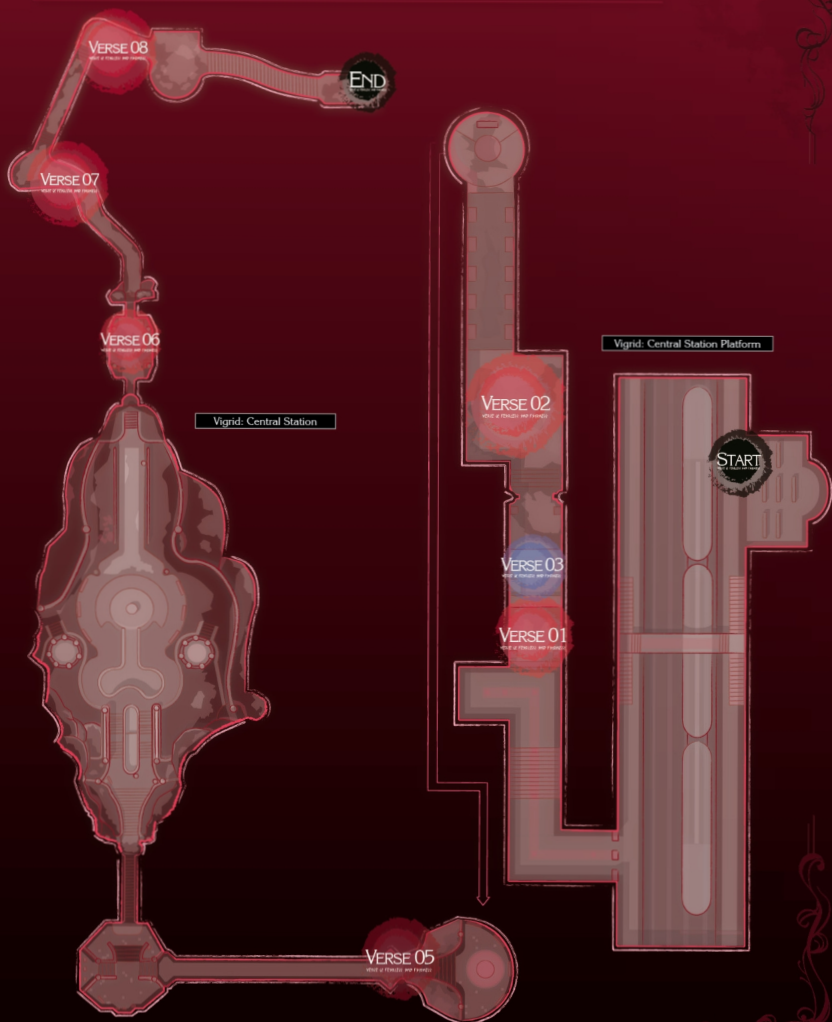
Hard & Non Stop Climax

Three Torture Attacks may not seem like much, now that you are somewhat familiar with the game, but the awkward camera angles of this Verse, coupled with the speed and aggressiveness of Glory, make avoiding getting hit so that you can build up enough Magic for the Torture Attacks difficult. There will always be two Glories in the area at any one time, so try your best to separate them and have Durga in Electric Mode on your feet so that you are immune to their electric attacks. You should also make heavy use of the Moon of Mahaa-Kalaa to defend against their attacks and then follow up with → 02 into an air combo to keep one of them under control. → 02

While you are killing off a few of them at the start to build up your combo score, you should keep an eye open for any dropped Angel Arms to pick up and use for the extra combo points → 03. As the Platinum time requirement is quite high, you should normally try to kill roughly two or three Glories for each one you Torture Attack to make sure you earn enough points to get the Platinum combo rank.



CHAPTER I THE ANGEL'S METROPOLIS



3 | Pure Platinum Battle Guide

As soon as you get up to the top, after picking the key up, the Joy will attack you, so you need to be ready to Evade or Parry right away. As soon as you see an opening, start attacking her with the ♡ attack of the key, but be ready to Parry at any time as the attack is quite slow, and Joy may attack you before it can connect. The small window after a successful Parry can give you just enough time to land the attack, and after two or three clean hits the enemy will be defeated.

Try and group both Joys together and then Evade one of their attacks to get into Witch Time, and then attack them with a       combo. You should be able to get all but the last hit of the combo within a single instance of Witch Time, and that alone will almost kill them. Sometimes they may get knocked too far away for the last Bomb to reach, so if you see this happen cancel the charge and finish them off with regular attacks. Without the aid of Witch Time on Non Stop Climax you will have to rely on Dodge Offset to get the combo off, or you can attempt it after a successful Parry, hoping that the first  trips the Joys so that you can continue.



The third and final wave includes two Ardors and a single Joy. As soon as you get into Witch Time use the Flai's  attack twice on the Joy, as it is the most unpredictable enemy in this group. Once the Joy is gone the Ardors should be fairly straightforward to take out with standard Shuraba combos. To speed things along a bit, use the  combo to kill them off quickly with the powerful Bombs. →  02

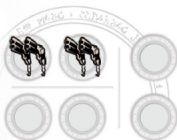


VERSE 4: GATES OF HELL

	Normal				Hard				Non Stop Climax			
												
Time	05:00	04:10	03:20	02:30	05:40	04:44	03:47	02:50	06:40	05:34	04:27	03:20
Damage	1,500	1,000	500	0	3,000	2,000	1,000	0	4,500	3,000	1,500	0
Combo	2,400	16,800	31,200	74,400	1,600	5,952	10,304	23,360	2,000	10,400	18,800	44,000

Angels	
Normal, Hard & Non Stop Climax	Spear Affinity (3), Trumpet Affinity (2), Flail Affinity (2), Decoration (9), Spear Applaud (2), Beloved (1)

Try and do as much of your attacking as possible during this fight in Witch Time, as it has by far the highest Platinum combo requirement to date and the extra points will be useful. You should still have full Magic from completing the Altheim, so you should try to get straight into Witch Time and Torture Attack one of the Spear Affinities. Pick up the freshly dropped Angel Arm and, after entering Witch Time again, use the attack on the remaining group of enemies.



If there are any enemies left, make sure to attack them quickly to ensure you keep your Multiplier going, and once you've finished them off, fire a couple of shots using  at the Decorations that come flying down. If you are using Scarborough Fair you should use  to kill the Decorations as they appear, otherwise stick with either Shuraba or Kulshedra to get some extra combo points. When the Trumpet Affinity shows up, try and kill it with a Torture Attack to get its weapon, and then use the Angel Arm  attack to easily kill the other Decorations that start to fly down. As you kill the Decorations, more Affinities will join the fight. You should try to kill one of these as quickly as you can so that a Spear Ad

plaud spawns in. Use a Torture Attack on this enemy and then pick up the Spear and use its  attack to kill off some more of the Decorations and Affinities as they spawn. Keep killing them off until the next Trumpet Affinity spawns and then use a Torture Attack to kill it, but don't pick up the weapon until all the other enemies have been killed and the Beloved spawns. As soon as you begin to see this enemy, use a quick burst with  to keep the Multiplier going, and then run over and pick up the Trumpet. Use three  attacks with it to greatly take down its health.

Finish it off by jumping up to the weak point on its back and using the **air**    combo. Keep this up and it will collapse to the ground, and if you move closer you will be prompted to initiate a Climax attack on it to kill it for good. Once the scene is over don't forget to pick up the Beloved's Axe before you continue.

Non Stop Climax

The Verse plays out the exact same way on this difficulty, but, without Witch Time for extra points, even more emphasis has to be placed on keeping your Multiplier going at all times.

It can also help to use quick, high-scoring weapons, such as Shuraba or Onyx Roses, on the Affinities and Applauds or Kilgore on the Beloved, after you have emptied the Angel Arm.



VERSE 7: FLASHBACK BATTLE

	Normal				Hard				Non Stop Climax			
Time	03:00	02:30	02:00	01:30	04:40	03:54	03:07	02:20	04:20	03:37	02:54	02:10
Damage	1,500	1,000	500	0	3,000	2,000	1,000	0	4,500	3,000	1,500	0
Combo	300	336	372	430	200	212	224	260	200	212	224	260

Angels

Normal, Hard & Non Stop Climax

Fortitudo (1)

Normal

Straight away start walking to the left, while holding down so that you can continuously damage Fortitudo and start your combo going while you move down the path. While walking down the path, Fortitudo will attack you with giant Fireballs, which you can Evade into Witch Time to increase your combo score.



Once you are on the bridge, Fortitudo will use one of his heads to attack and devour each of the UmbranWitches on it before he turns all of his attention on you. Continue holding down to keep damaging him and look for the cues of his attacks so you know when to dodge; try and time Evading his bite attack so that you enter Witch Time and can combo him properly.

When in Witch Time, use the combo on his head, as the extra few shots with each held attack will increase the damage of the combo significantly $\rightarrow$ 01. When the combo is finished you should still be able to get in some quick hits before the Witch Time ends, so make sure to start the next combo straight away. Once you have taken off about half his health you will trigger a cutscene and the Verse will be over.

Hard & Non Stop Climax

You may not be able to use any of your other weapons, but you do still have access to your special techniques and any accessories that you had equipped. As soon as the Verse starts, begin attacking Fortitudo with Tetsuzankos, and any time he Fireballs you simply Parry it back with the Moon of Mahaa-Kalaa $\rightarrow$ 02. For an easy Pure Platinum, keep on constantly attacking him with Tetsuzankos and Parrying the Fireballs until he flies off.



VERSE 8: SKYCLAD

	Normal				Hard				Non Stop Climax			
Time	03:40	03:04	02:27	01:50	03:20	02:50	02:20	01:50	04:00	03:20	02:40	02:00
Damage	1,500	1,000	500	0	3,000	2,000	1,000	0	4,500	3,000	1,500	0
Combo	900	1,710	2,520	4,950	900	1,710	2,520	4,950	700	1,092	1,484	2,660

Angels

Normal, Hard & Non Stop Climax

Beloved (1)

Normal

As you try and cross the bridge a Beloved will begin climbing up the wall inside the cave. You should start shooting it as soon as it appears with for some easy early damage. When he gets to the top he will wind up a large swipe with his arm, which will take out the walls on either side of the bridge; a well timed Evade of this move with put you into Witch Time and allow you to land an early combo on him.



Keep shooting him to keep the Multiplier going afterwards, and be careful not to get hit as he grabs hold of the bridge and tears it from its mountings.

Start attacking his hand while he starts to swing the bridge with a combo, with only the briefest of button holds for a bit of extra damage. The Beloved will try and disrupt your attacks by smashing the bridge into the cliff face nearby, and you will need to time an Evade so that you don't get Staggered by the impact. The speed of the combo means you should be able to pull off the entire string before you need to Evade. $\rightarrow$ 03

Keep attacking him in this manner and when you have taken off about half of his health you will trigger a short scene where the Beloved will hurl the bridge away with you still on it. As the

CHAPTER II VIGRID, CITY OF DÉJÀ VU

VERSE 10

END

VERSE 09

VERSE 07

VERSE 06

VERSE 04

VERSE 05

Vigrid: Streets

VERSE 03

VERSE 08

VERSE 02

VERSE 01

START

Vigrid: Outskirts

VERSE 1: FLASHBACK WITH JEANNE

	Normal				Hard				Non Stop Climax			
Time	02:40	02:14	01:47	01:20	05:00	04:10	03:20	02:30	05:00	04:10	03:20	02:30
Damage	1,500	1,000	500	0	3,000	2,000	1,000	0	4,500	3,000	1,500	0
Combo	0	0	0	110	400	480	560	800	300	336	372	480

Angels	
Normal	Jeanne lvl 1 (1)
Hard & Non Stop Climax	Jeanne lvl 2 (1)

Normal

In this flashback Verse you will be unable to use any additional weapons you have acquired, forcing you to battle Jeanne with only a set of default pistols. Jeanne is capable of using all of the same combos and moves that you are, so pay close attention to her attacks so that you can Evade accordingly. She will also use a lot of single Wicked Weave attacks, so watch for the brief visual cue before these and time your Evade so that you can enter Witch Time.

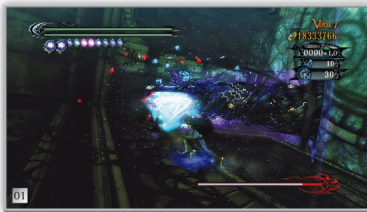


Weave attacks work especially well on Jeanne, so a combo such as **air** is perfect, as it is short enough to Evade out of it without losing much time $\rightarrow$ 01. It doesn't actually take very many of these combos to finish Jeanne off, so don't be afraid to Evade mid-combo to ensure that you do not get hit. This is even less of a problem if you are using the Dodge Offset ability.

When you have successfully Evaded one of Jeanne's Weave attacks into Witch Time, you should move in quickly and switch to using a powerful combo such as **air** to launch her, and then follow up with **air** if Witch Time is still active. Keep up the attacks and once you have taken down all of Jeanne's health the Verse will be over.

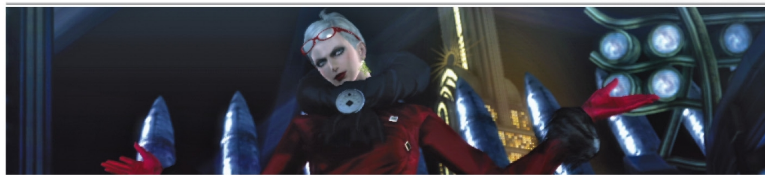
Hard & Non Stop Climax

Here Jeanne will exhibit most of her regular lvl 2 attack variations. As this is a flashback Verse she is not able to use any of her Beast Within forms or her sword, so you will not have to look out for those attacks. Because the Platinum time requirement is much higher on these difficulty levels, you can afford to be defensive and rely heavily on Parries. Jeanne will often start out with her Bullet Storm attack, so be ready with a series of quick Parries to deflect the bullets



back at her $\rightarrow$ 02. After this, always let Jeanne attack first, and then use a Parry to Stagger her briefly so that you can get in some easy hits. A Wicked Weave Tetsuzanko after a successful Parry is an excellent choice, as it is quick enough to hit her before she can recover and does a good amount of damage.

Make sure to be buffering in a Parry constantly with each attack, so that, as soon as Jeanne recovers and starts attacking again, you can Parry and not get hit. Because of the slightly more defensive approach to the fight, any time Jeanne gets knocked away by a Tetsuzanko or any other move it's a good idea to use a few shots with **air** to keep the Multiplier going. As you will be parrying so much there is a high chance of landing a Perfect Parry, so make sure, when this happens, that you move in and use a long combo string on her and take advantage of the extra time by holding down the button on each attack for added damage.



VERSE 2: WITCH WALKING

	Normal				Hard				Non Stop Climax			
Time	01:40	01:24	01:07	00:50	03:00	02:30	02:00	01:30	02:00	01:40	01:20	01:00
Damage	1,500	1,000	500	0	3,000	2,000	1,000	0	4,500	3,000	1,500	0
Combo	500	650	800	1,250	700	1,092	1,484	2,660	400	430	560	800

Angels	
Normal	Dear & Decorations (1), Decoration (5), Spear Affinity (2)
Hard & Non Stop Climax	Dear & Decorations (1), Decoration (5), Spear Affinity (1), Spear Applaud (1)

Normal

Run past the Dear and Decorations when they come flying in, causing the two Spear Affinities to spawn at the back of the area. Torture Attack one of the Affinities and then pick up the Angel Arm and move into a position where you can use the Spear's attack on the rest of the enemy group. If any of the Decorations survived then you can kill them quickly with a Bullet Climax; if it was the Dear or Affinity then you should get in close and finish them off with a quick Onyx Rose combo. →□ 01



Hard & Non Stop Climax

The only slight change in this Verse on these difficulty levels is the replacement of an Affinity for an Applaud, so you shouldn't have to change your tactics greatly. You should still Torture Attack the Affinity, however, as you will be able to get more combo points using the Spear Angel Arm's while the Applaud is still there →□ 02. Try not to kill the Applaud while using that attack, but instead finish it off with another Torture Attack so that you can then use a second Spear Angel Arm to kill off the rest of the Decorations and the Dear. If there are any Decorations left over after that attack, you should switch to Kulshedra to finish them off quickly.



VERSE 3: PROPER TIMING

	Normal				Hard				Non Stop Climax			
Time	05:00	04:10	03:20	02:30	05:20	04:27	03:34	02:40	06:20	05:17	04:14	03:10
Damage	1,500	1,000	500	0	3,000	2,000	1,000	0	4,500	3,000	1,500	0
Combo	2,900	28,130	53,360	129,050	2,700	23,112	43,524	104,760	2,300	14,996	27,692	65,780

Normal

This Verse has an incredibly large Platinum combo requirement rank, and as such you need to make sure that you manage to keep the Multiplier going at all times; a few quick shots with just as enemies are spawning will go a long way towards helping you with this. Start by using a Torture Attack straight away on one of the Spear Affinities, and then pick up and use the attack with the Angel Arm on the rest of the enemies. If any enemies survive, finish them off quickly with some Onyx Rose combos.



Angels	
Normal	Spear Affinity (5), Flail Affinity (5), Trumpet Affinity (2), Bow Applaud (2), Spear Applaud (1), Beloved (1)
Hard & Non Stop Climax	Spear Affinity (4), Flail Affinity (4), Trumpet Affinity (1), Bow Applaud (3), Spear Applaud (2), Beloved (1)

As soon as they are all dead the next lot of enemies will spawn, so be ready to shoot them quickly with to keep the Multiplier going. You should have enough Magic again for another Torture Attack, so use it right away on one of the Flail Affinities and then grab the Angel Arm and use its attacks to take out the rest of the Affinities in this wave. Once they are dead, try to finish off the Bow Applaud with a Torture Attack to get its Angel Arm.



When you see the Beloved appear, use a few shots with the Bow's attack. When the Bow has run out, build up some Magic if you need it by attacking some of the Affinities, and then use a Torture Attack on one of the Spear Affinities. Pick up the Angel Arm and then try to Evade an attack into Witch Time, before using the Spear's attack on the enemy group. This should easily build up enough Magic for you to use another Torture Attack on the nearest Affinity, allowing you to finish off any others with his Angel Arm before turning your attention to the Beloved again. Once the Beloved's health starts to get low it will begin to flee the area by climbing up the side of one of the buildings, signalling the end of the Verse.

Hard & Non Stop Climax

There is essentially the same enemy set on these difficulty levels. Even though you have a lower Platinum combo score requirement, the addition of a few extra Applauds means you should generally be able to get



a higher score than you did on Normal. Deal with the waves of Affinities and Applauds at the start by Torture Attacking one of the Spear enemies and then using its Angel Arm's attack to raise the Multiplier and control the large group. Try and finish off a couple of the Bow Applauds with Torture Attacks as well, so that when the Beloved appears you have a couple of Bows waiting to be used. You can then unleash a barrage of attacks with them to score high, forcing the Beloved to leave early without doing much collateral damage to the other enemies. → 03

VERSE 4: RUNAWAY TROLLEY

	Normal				Hard				Non Stop Climax			
Time	00:40	00:34	00:27	00:20	01:00	00:50	00:40	00:30	01:00	00:50	00:40	00:30
Damage	1,500	1,000	500	0	3,000	2,000	1,000	0	4,500	3,000	1,500	0
Combo	200	212	224	260	0	0	0	110	0	0	0	110

Normal

As there is a very short amount of time to complete this Verse, you'll need to start attacking straight away. As soon as the cutscene ends, Evade backwards so that you don't get hit by the Enchant dropping in, and then attack it with the Bow's attack. These two hits are all it takes to finish off this enemy, and as soon as this one is dead move on to the next. To make hitting these fast moving enemies easier you should fire a few shots at them with the Bow to slow their movements down a little.



Hard & Non Stop Climax

When the cutscene ends, instead of using an Evade you should use a Parry, as this will instantly Stun the first Enchant as it appears → 04. You should, however, resist the urge to follow up with the Grab while the Enchant is Stunned, because, although this will kill the other two very quickly, you will be left far short of the Platinum combo requirement. Use the time the Stun gives you to kill the first one easily, using Shuraba or Onyx Roses, while the other two move closer, and then kill them both with a couple of quick combos.



Angels	
Normal, Hard & Non Stop Climax	Enchant (3)



VERSE 5: ALFHEIM PORTAL

	Normal				Hard				Non Stop Climax			
Time	00:35	00:33	00:32	00:30	01:39	01:32	01:26	01:20	01:26	01:21	01:15	01:10
Damage	1,200	900	400	0	1,200	900	400	0	1,200	900	400	0
Combo	500	650	800	1,250	800	1,376	1,952	3,680	300	336	372	480

Alfheim Portal

Defeat all the Angels before time expires using the limited number of punches and kicks allotted!

Normal	00:40	00:35	00:30	x7	x6
Hard	01:30	01:25	01:20	x14	x12
Non Stop Climax	01:20	01:15	01:10	x20	x18

Normal

In this Alfheim you'll only have seven punches and six kicks with which to kill off the Beloved. To get the most damage possible on a first play through, you should equip Scarborough Fair and make sure that you hold the attack button down on every hit of your combos for as long as possible. When the battle begins, stay slightly away from the Beloved so that it attacks you with its Axe, and then time an Evade to enter Witch Time. Get in close to the enemy and then use a (Punch) combo. → 01

Once that combo has finished, back off a bit and Evade its Axe attack once again into Witch Time. This time, use a (Punch) combo, and with full length holds on each attack you should be able to fit in all but the last hit, which should come just when the Witch Time runs out so the Beloved should not be able to interrupt it → 02. If you do long enough holds on every attack in both combos, that should be enough to finish off the enemy but, if it still has a small bit of life left, finish it off quickly with the last couple of kicks you have.

If you are going back through after already completing later Chapters, you can complete this challenge much easier by equipping Shuraba with Durga in Fire Mode on your feet and using a (Punch) to get your score up a bit → 03. Next, quickly use (Punch), while the Multiplier is high to finish it off, using Dodge Offset as needed when the Beloved attacks.



Angels	
Normal	Beloved (1)
Hard & Non Stop Climax	Beloved (2)



Hard

You have 14 punches and 12 kicks to take out two Beloveds this time, and a large part of this battle will hinge on your ability to use Dodge Offset and keep the Multiplier high in order to reach the Platinum combo rank.

Wait for one of the Beloveds to swing at you with its Axe and then run in and use a (Punch) combo. Try to adjust your position with the combo so that the first Bomb only hits one of them and then the second hits both, which should also put you in a position so that the Weave attack on the end hits both of them.

If neither Beloved is attacking when Witch Time ends, immediately start using the same combo again so that you keep the Multiplier, and then Evade as needed with Dodge Offset so that you do not waste any attacks. If you find yourself out of position you should use a quick (Punch) attack such as the After Burner Kick to close the distance quickly and keep the Multiplier; it's better to use a (Punch) move because you have quite a few of those to spare. Durga's Bombs will kill these enemies very quickly, so it only takes a few combos to finish them off, which is why it's so important that you keep the Multiplier. If you think you need



some extra combo points and are running low on punches, you can take advantage of the fact that each (release) attack only counts as one punch, so you can get an extra hit with each attack.

Non Stop Climax

Although you are fighting the same enemies on Hard, the lack of Witch Time means you have to employ a quite different set of tactics. You are given a total of 20 punches and 18 kicks to complete this Verse, and one method of killing both of the enemies involves making full use of them. As the battle begins, run in a bit and start using a    combo → □ 04. You should start the combo from far enough out, so that all three of the punch attacks miss, and angle the kick attacks so that, when the bombs go off, they hit both enemies. As soon as you have done that, turn into the Panther, back away, and then start doing the same combo again so that the giant enemies walk into the Bombs → □ 05. It doesn't take very many Bombs to kill off the Beloveds, and you can still reach the Platinum combo requirement easily.

An alternative strategy is to Taunt as soon as the battle begins, in order to start building up your Magic, and then Parry the Beloved's attacks to further increase your Magic → □ 06. Once you've built up a small stock you can use a couple of quick Weave Tetsuzankos to inflict heavy damage to both enemies with a single Punch attack. When they get too close, use the Panther to get some distance and then begin Taunting again and Parry when they attack to build Magic up for more Tetsuzankos. Repeat this process a few times and you can easily complete the Verse quite safely and still score enough points for a Platinum rank.

Score: 04, 05



VERSE 6: ALFHEIM PORTAL

	Normal				Hard				Non Stop Climax			
Time	03:50	03:40	03:30	03:20	05:44	05:23	05:01	04:40	07:23	06:55	06:28	06:00
Damage	1,200	800	400	0	1,200	800	400	0	1,200	800	400	0
Combo	3,400	43,860	84,320	205,700	3,700	55,722	107,744	263,909	3,500	47,600	91,700	224,000

Alfheim Portal

Defeat all the Angels before time expires!

Normal	04:00	● ● ● ●
Hard	05:10	● ● ● ●
Non Stop Climax	06:40	● ● ● ●

Normal

As soon as the Verse begins, a Dear with a group of Decorations will fly in, so immediately run towards them and Jump to use an **air** + **↵**. This will take down the group's shield and kill off a few of the Decorations.

Next, try and Jump up again and finish off the Dear with some close-range air combos to get some extra combo points out of it. Killing off some of the Decorations will also have caused three Enchants to spawn, so listen out for the audio cue when they charge their Energy Ball attack so that you can Evade and not get hit in the back.

Finish off the last couple of Decorations and then switch to using ground combos to kill off the Enchants. While the first couple of enemy groups do not give you a very large amount of combo points, you should still try and keep the Multiplier alive so that you do not have to start from scratch on the next enemies. When the Bow Applaud and group of Affinities spawn, switch over to using Scarborough Fair and attack them with some weak combos so that you can build up enough Magic for a Torture Attack, which you should use on one of the Spear Affinities.

Pick up the Angel Arm and try to enter Witch Time, and then use the **↵** attack on the rest of the enemy group to start seriously building up your combo points. When that attack has ended, simply Torture Attack the nearest enemy and then use its Angel Arm on any others that are still alive. The next group of enemies also consists of Applauds and Affinities, so you should continue



	Angels
Normal	Dear & Decorations (1), Enchant (3), Spear Affinity (6), Flail Affinity (4), Trumpet Affinity (4), Spear Applaud (2), Bow Applaud (2), Beloved (1)
Hard & Non Stop Climax	Dear & Decorations (2), Enchant (5), Spear Affinity (3), Flail Affinity (2), Trumpet Affinity (4), Horn Affinity (1), Spear Applaud (1), Bow Applaud (1), Ardor (2), Beloved (2)

using Torture Attacks to get their Angel Arms and then attack the group with them until nearly all have been killed.

Try to keep one of the enemies alive so that you can Torture Attack it when the others have been killed, or simply leave one of the Angel Arms on the ground unused, so that you can pick it up and use it on the Beloved when it arrives; the Bow or the Flail will generally work best for this. Once the Angel Arm has run out, you should Jump up to the back of the Beloved and start using a combo such as **air** + **↵** on its weak point until it too has been killed.

Hard & Non Stop Climax

Make use of Shuraba's **↵** + **↵** move on the Dear and Decoration formations to kill off some of the Decorations and get rid of the shield, while also building up a good amount of Magic → **□** 01. Once you've killed off a few of the Decorations, a second set of Dear and Decorations will fly in. Leave these alone until the first Dear is dead, so that it does not summon any more Decorations. Take out the second Dear in the same way as you did the first. Then switch to Onyx Roses when the Enchants appear and kill them quickly using a few **↵** attacks. Be ready to Parry if you hear one of them start to charge their Energy Ball.

You should have built up plenty of Magic at this stage, so, when the Affinities and Applauds spawn in, use a Torture Attack straight away on one of the Spear Affinities, but do not pick up the Angel Arm. Killing this enemy will cause the Horn Affinity to spawn. Run over and use a Torture Attack to kill it before it tries to attack and wipes out a large number of the enemies, which will be at great cost to your combo score → **□** 02. Once he's been killed,



pick up the Spear and use the  attack on the group. If it looks like the Bow Applaud is about to die, cancel the attack and then finish him with a Torture Attack so that you have the Bow to use later. Finish off the last few enemies in this wave with some Shuraba combos to save up your Magic.

While the next wave of Affinities and Ardors are spawning, run over and pick up the Horn Angel Arm and use the  attack to quickly weaken all of the enemies $\rightarrow$ 03. Once that's done, Torture Attack one of the Flail Affinities and then pick up the Angel Arm and use both  attacks with it to finish off one of the Ardors, attack the final Ardor with regular Shuraba combos until it is dead, and then use a Torture Attack on one of the Trumpet Affinities, before finishing off any other enemies in the regular way.

When the Beloveds spawn, pick up the Trumpet and then use all three  attacks with it on one of them, then grab the Bow and finish it off using  attacks. Use any remaining shots in the Bow



on the second Beloved, and then finish it off with Shuraba or the Axe Angel Arm, if it had been dropped. So long as you manage to keep the Multiplier going you should easily get the Platinum  04 06

VERSE 7: TWIN TROUBLE

	Normal				Hard				Non Stop Climax			
												
Time	03:20	02:47	02:14	01:40	04:20	03:37	02:54	02:10	04:00	03:20	02:40	02:00
Damage	1,500	1,000	500	0	3,000	2,000	1,000	0	4,500	3,000	1,500	0
Combo	1,600	5,952	10,304	23,360	1,600	5,952	10,304	23,360	1,100	2,552	4,004	8,360

Angels	
Normal, Hard & Non Stop Climax	Enchant (5), Beloved (2)

Normal & Hard

The Enchants in this area have a habit of driving up the walls and attacking you from awkward angles, so you will need to try and keep as many of them in view as possible. As soon as the Verse begins, run along the wall to the right of the car near the archway and attack the Enchant on the side of the wall using a couple of  attacks with Onyx Roses. On Hard, or if you have Shuraba already, you may want to try using a   combo with it on the Enchants for some extra combo points. The others will probably have closed in on you now, so use the same method to kill those off.

Once all of the Enchants are dead, the Beloved that ran away a couple of Verses ago will jump down into the area looking to resume the fight. How much health he has left depends on how much damage you did to him earlier on; he roughly gets about half of his health bar back for this encounter on top of what he had previously. Start with an   on the weak point at its back, and, when you have taken its health down to roughly a third, a short cutscene will be triggered and another Beloved will join the fight. $\rightarrow$ 04

You need to try and finish off the one you have damaged as quickly as possible, or it will start taking damage from the new Beloved's Axe swings as it tries to attack you, denying you some valuable combo points. Switch your combo to the quicker   combo to finish it off, and then quickly pick up the Angel Arm it drops. Use  to keep your combo going and move a small distance from the final Beloved so that it uses its Axe Swing, and then Evade this in to Witch Time. When you are at point-blank range, use the  attack with the Angel Arm, which

will both dramatically increase your combo score and also Stagger the enemy long enough so that you can immediately use a second  attack to take down the last of its health.

Non Stop Climax

The fight with the Enchants should go exactly the same way on this difficulty as it did on the others, and you can also use the same tactics for the first part of the Beloved fight before the second one arrives. Once that second one is there, however, you should try using a few Tetsuzankos on the one that is already weak. This will kill it off even quicker, so you don't have to worry about Evading both of their attacks. The Axe Angel Arm's  attack you get is also far too slow to land without Witch Time, so you should back away and use  to keep the Multiplier and then wait until the Beloved Swings its Axe. If you Parry this attack you can Stagger the giant just long enough to allow you to Evade towards it and then use  with your Angel Arm. Repeat this a couple of times to finish it off and you'll easily reach the Platinum Combo rank.



VERSE 8: ALFHEIM PORTAL

	Normal				Hard				Non Stop Climax			
												
Time	02:41	02:34	02:27	02:20	04:43	04:25	04:08	03:50	07:11	06:44	06:17	06:50
Damage	1,200	800	400	0	1,200	800	400	0	1,100	800	400	0
Combo	2,300	14,996	27692	65,780	3,600	51,552	99,504	243,360	3,200	33,852	64,604	156,860

Angels

Normal	Spear Affinity (5), Flail Affinity (6), Trumpet Affinity (3), Spear Applaud (1), Bow Applaud (1)
Hard & Non Stop Climax	Spear Affinity (6), Flail Affinity (4), Trumpet Affinity (2), Spear Applaud (2), Bow Applaud (2), Ardor (2)

Normal

To complete this Altheim challenge you'll need to kill six enemies with Torture Attacks, so a large emphasis should be placed on building up Magic. Taunting, while enemy waves are spawning, is another good way to get some easy Magic, and is the first thing you should do when the Verse begins. This should cause the Spear Affinity at the front of the first group to use its Whirlwind Strike, which will give you an opportunity to enter Witch Time.



Once you are in Witch Time, begin using a lot of  combos and remember to use an Evade to cancel the attack near the end so that the Weave attack does not come out => 01. Try to avoid focusing on a single enemy so that you don't accidentally kill it. You should be able to build up enough Magic against the first three enemies to kill two of them off with Torture Attacks. Finish the last one off with some regular hits to build up a bit more Magic.



Alfheim Portal



Defeat all the Angels before time expires, while executing the required number of Torture Attacks!

Normal	02:50	
Hard	04:20	
Non Stop Climax	06:30	

Use a quick burst with **Torture** on one of the next enemies as they spawn, to keep the Multiplier alive. The large amount of health the Applaud has makes it an excellent punch bag for your Magic-building combos. Run up and use the same **Magical Burst** combo on it until you have enough Magic for a Torture Attack and then break off and use it on one of the Affinities → **02**. The Applaud should still have enough health, so that you can do the same thing again on it to kill another one of the Affinities and bring your Torture Attack tally up to four.

When the Applaud's health starts to get low, switch to attacking one of the remaining Affinities to build up your Magic, and then finish off the Applaud with a Torture Attack. With some careful play (and the occasional Taunt) you should be able to build up enough Magic on those last two Affinities again for you to finish one of them off with the final mandatory Torture Attack, and then just mop up the last one with normal combos.

The final wave of enemies is perfect for enabling you to seriously build up your combo score with some of the Angel Arms scattered around the area. Fire a few shots with  so that you can keep the Multiplier, while you pick up one of the Spear Angel Arms, and then head over to the enemy group and use the  attack with the weapon. If you've kept your Multiplier going the whole time you should be able to build up enough combo points for a Platinum rank with this one move alone. To ensure you have more than enough combo points, continue using up any of the Angel Arms from the ground, while keeping the Multiplier going to finish off the last few enemies.

Hard & Non Stop Climax

Taunt straight away to start gaining Magic, and then Parry the Spear Affinity's attacks. Your aim on this first group of enemies should be to build up a full stock of three Magic bars, using lots of weak hits with the  combo with Electric Drive →  03. Use Parries whenever you can rather than Evades, so that you can get a bit more Magic and also Stagger the enemies slightly to get more hits in. If you try to spread your attacks around a lot between enemies, you should be able to build up a full complement of Magic without actually killing a single one.



VERSE 10: ACROSS THE CHASM

	Normal				Hard				Non Stop Climax			
Time	02:40	02:14	01:47	01:20	02:20	01:57	01:34	01:10	02:20	01:57	01:34	01:10
Damage	1,500	1,000	500	0	3,000	2,000	1,000	0	4,500	3,000	1,500	0
Combo	1,000	2,100	3,200	6,500	1,000	2,100	3,200	6,500	800	1,376	1,952	3,680

Normal, Hard & Non Stop Climax

The battle with Fortitudo in this Verse will begin as soon as the cutscene ends, so make sure you are ready to start attacking straight away. For the first phase of this fight you will be battling a single one of its heads, up close and personal, inside the church.

As soon as you can, Jump up and use an **air**  combo on the red weak point on the top of Fortitudo's head. →□ 01

Keep a close eye on his mouth while you are attacking, as this is where all the cues for his attacks originate. If you see him chomp his teeth a couple of times and rear his head back, that means he will use his Lunge attack. While you cannot enter Witch Time from this, it does have a very large recovery time, so you can get in a couple of easy combos. If you see flames start to come from his mouth then he is about to use his Fireball attack. This attack is easy to see coming and allows you to enter Witch Time, making it the most important attack to look for on Normal and Hard difficulty levels. On Non Stop Climax this attack is still useful, as you can easily Parry the Fireball back for extra damage and some combo points.

The hardest attack to see coming is when Fortitudo starts thrashing his head from side to side, as there is very little advance warning that this attack is about to begin. The safest option, just in case, is to simply Evade when you start to see his head flinch

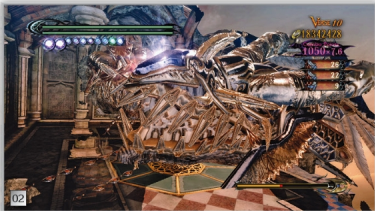


Angels	
Normal, Hard & Non Stop Climax	Fortitudo

to either side. Whenever you break from hitting him with your air combos, you should make sure you fire off a few rounds with , as you need to keep the Multiplier as high as possible in order to reach the Platinum combo rank.

Once you have taken his health down by about half with your combos, Fortitudo will rip the church from its foundations and fly up into the air with it still attached to his head; the fight is still going, however, so remember to keep attacking. The camera will begin to pan out after a short while and you will see Fortitudo's other head rearing back for a giant lunging attack. This attack will come crashing through the side wall of the church and will inflict large amounts of damage should it connect, but thanks to the slow nature of the attack you should have no trouble Evading it. →□ 02

From this point on in the fight you will have to contend with both of Fortitudo's heads, so make sure you always keep a watchful eye on the blue head, so that it doesn't catch you with a Fireball →□ 03. Keep attacking the red head as usual, and when you get it down to about a third of its health you will trigger another cutscene. There is another QTE coming up now, so watch the screen for the correct time to press  →□ 04. After that you will need to make continuous  motions, while Bayonetta swings the church round, picking up momentum. After a short time, she will release it to block the Fireballs and the Verse will be finished.



CHAPTER III THE BURNING GROUND



VERSE 1: FIERY ENCOUNTER

	Normal				Hard				Non Stop Climax			
Time	04:20	03:37	02:54	02:10	03:20	02:47	02:14	01:40	03:20	02:47	02:14	01:40
Damage	1,500	1,000	500	0	3,000	2,000	1,000	0	4,500	3,000	1,500	0
Combo	1,500	5,100	8,700	19,500	800	1,376	1,952	3,680	700	1,092	1,464	2,660

Angels

Normal	Burning Affinity (12)
Hard & Non Stop Climax	Harmony (6)

Normal

While the enemies in this Verse are Burning, you will be unable to hit them with regular close-range moves, unless you are in Witch Time, so whenever you are not in Witch Time you should stick to long-range quick Wicked Weave attacks such as 01. As well the enemies you will also have to watch out for the lava pools on the floor, as walking over them will also cause damage to you and count against your overall ranking, if it happens while the Verse is active.

Start off by getting up close to the enemies so that you can Evade one of their attacks into Witch Time. Then begin attacking them using a combo to build up your Magic before using a Torture Attack to kill one of the Affinities. Use a quick shot with to keep the Multiplier active and then pick up the Angel Arm and use the attack with it near as many as enemies as possible. There will only ever be five Affinities to fight at any one time, and as you kill one, another will spawn in to take its place until all twelve have been killed. Each attack with the Spear Angel Arm should give you enough Magic for another Torture Attack, so keep repeating the Torture Attack, followed by the Spear attack, until all enemies have been killed. You'll then easily surpass the Platinum combo requirements.

Hard & Non Stop Climax



When the Harmonies appear, use a Snare with Kulshedra to pull the closest one in, and then kill it quickly with Shuraba.

Snare another one and then kill it with a Torture Attack to get the Chainsaw Angel Arm. Next, use an After Burner Kick to briefly Stagger one of the other Harmonies and use a attack with the Chainsaw to hit it while you are still in the air. Depending how close you were with the Chainsaw attack you may have to repeat the sequence again to kill it off, but it's more than worth it for the combo points. When the next wave of three Harmonies appears, use the same tactics to kill them to complete the Verse.

VERSE 2: ALFHEIM PORTAL

	Normal				Hard				Non Stop Climax			
Time	00:46	00:44	00:42	00:40	01:26	01:21	01:15	01:10	01:01	00:57	00:54	00:50
Damage	1,200	800	400	0	1,200	800	400	0	1,200	800	400	0
Combo	0	0	0	30	0	0	0	30	0	0	0	30

Angels	
Normal	Dear (many)
Hard	Harmony (many)
Non Stop Climax	Dear & Decorations (many)

Alfheim Portal

Stay in the air for a set period of time!

Normal	02:00	● ● ● ●
Hard	02:00	● ● ● ●
Non Stop Climax	02:00	● ● ● ●

Normal

The Dears will initially appear in a group of five, and every time you kill one, another will come in to take its place. If this is your first play through then you will need to rely heavily on Step-Off to stay in the air for the full 20 seconds and complete this Alfheim. This can be quite awkward, as the Dears tend to move around a lot; thankfully, the Step-Off resets your ability to Double Jump, so you actually have a fair amount of time to locate another enemy to jump from.

Try and keep as many of them as you can in view to minimize the amount of time you need to spend looking for one to jump from. Sticking with Scarborough Fair on your feet is a good idea, as the bullets Stagger the Dears slightly, slowing their movement while also doing very little damage, so you do not kill them too quickly. Shuraba can also be very useful in this challenge, thanks to the amount of time you can stay in the air using **air**. A maximum length hold will keep you in the air for 6-7 seconds, so when you get near that amount of time left on the clock you can simply use this move to run out the remainder of the time.

If you're on your second play through you can use a much simpler technique. By equipping Kulshedra, all you need to do is jump up and use a Snare to pull the Dear close to you for an easy Step-Off. Keep up this process of Snaring and then Jump Cancelling to keep you in the air for the required time. Since the Dears are always in range of the auto-targeting, this makes for a very easy Verse.



Hard

As soon as the Verse begins you should use a Snare on one of the Harmonies to try and separate it slightly from the others, and then start gaining height using continuous Snares and Jump Cancels. The other Harmonies will often move in and try to attack you and, where possible, you should try and Evade rather than Parry; although you lose a small bit of height doing this, the small attack-free period during Witch Time more than makes up for it. Keep this up for a full 30 seconds to complete the verse.

Non Stop Climax

Run over to the Dear and Decorations as soon as they fly in and use a couple of quick **air** moves with Shuraba to kill off most of the Decorations and break the protective shield → 02. Once they are gone, lock on to the Dear then Jump and use a Snare, followed by a Step-Off. Keep repeating the Snare and Step-Off process until you have been in the air for the full 30 seconds → 03. If the Dear happens to die when there are a few seconds left, quickly switch back to Shuraba and use the **air** move to run out the remaining time.

VERSE 3: WAVE OF FIRE

	Normal				Hard				Non Stop Climax			
Time	01:40	01:24	01:07	00:50	01:40	01:24	01:07	00:50	01:20	01:07	00:54	00:40
Damage	1,500	1,000	500	0	3,000	2,000	1,000	0	4,500	3,000	1,500	0
Combo	200	212	224	260	0	0	0	110	0	0	0	30

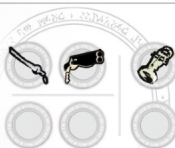
Angels

Normal, Hard & Non Stop Climax

Beloved (2)

Normal

As soon as this Verse begins, a giant wave of lava will begin flowing down the narrow alley and, if you get caught in it, it will result in an instant game over. Start running away from the lava straight away until you come to the first Beloved, and then use a couple of quick attacks on it before continuing running down the path → 01. The second Beloved should already be in place, so run straight towards it and try to run beneath its legs; this will usually cause it to attempt to grab you, so be ready to Evade this attack so that you can enter Witch Time.



Once in Witch Time and the flow of lava has been slowed, you have plenty of time to attack it with a couple of quick air combos to reach the Platinum combo rank. If you happened to miss the chance to enter Witch Time you can still get enough points, providing you are quick and use a combo like **air** as soon as you are at the enemy's back. Once you have enough points, stop your attacks and continue down the path and Jump over the hole in the ground at the end of the path to finish the Verse.

Hard & Non Stop Climax

Transform into the Panther and run straight past the first Beloved → 02. When you get close to the second one, be ready to Evade just in case it is still landing, as this counts as an attack and can damage you. Once you get to this enemy's back, start attacking it using a **air** combo, which should easily get you enough combo points for the Platinum rank and give you plenty of time to Jump to safety over the hole before the lava reaches you. → 03



VERSE 4: WALK THE DOG

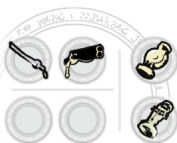
	Normal				Hard				Non Stop Climax			
Time	01:40	01:24	01:07	00:50	01:40	01:24	01:07	00:50	01:40	01:24	01:07	00:50
Damage	1,500	1,000	500	0	3,000	2,000	1,000	0	4,500	3,000	1,500	0
Combo	300	336	372	480	400	480	560	800	300	336	372	480



Angels			
Normal, Hard & Non Stop Climax		Fairness (1)	

Normal & Hard

Even though there is quite a short amount of time to complete this Verse for a Platinum rank, you shouldn't rush in straight away. The easiest way to enter Witch Time for a big advantage against Fairness is to dodge one of its Fireballs, so encourage it to use them by keeping your distance from it while firing with . As soon as it fires one you should Evade towards it to go into Witch Time → 04. As soon as you are in range, use a to knock the enemy's head into the air and then continue attacking with .



The final hit of the air combo should knock the enemy back up and allow you to do the same combo again. If you lose height and land on the ground, it should also give you enough time to use a quick to reset and start again. Keep launching the enemy and it will be unable to attack you and will be finished off in no time → 05. You could speed the fight up a bit more by using a Torture Attack when it has around half of its health left, but since you do not really need the points and the enemy does not drop an Angel Arm, it's better to conserve your Magic if you can.

Non Stop Climax

Parry the Fireball back at the start of the Verse to kick-start your Multiplier, and then, straight away, use a combo to briefly Stagger Fairness → 06. From there, you can use a quick Tetsuzanko to Stagger it again, and then land a combo to knock it up → 07. Providing you keep it Staggered or knocked up with these attacks and combos you should be able to finish it off easily without it being able to attempt many attacks.



VERSE 5: ALFHEIM PORTAL

	Normal				Hard				Non Stop Climax			
Time	02:53	02:45	02:38	02:30	05:09	04:48	04:29	04:10	05:44	05:23	05:01	04:40
Damage	1,200	900	400	0	1,200	900	400	0	1,200	900	400	0
Combo	1,600	5,952	10,304	23,360	1,900	9,120	16,340	38,000	1,300	3,666	6,032	13,129

Angels	
Normal	Spear Affinity (3), Flail Affinity (4), Trumpet Affinity (4), Spear Applaud (1), Bow Applaud (1), Beloved (1)
Hard	Spear Affinity (5), Flail Affinity (6), Trumpet Affinity (4), Spear Applaud (1), Bow Applaud (1), Ardor (2), Grace & Glory (1), Beloved (1)
Non Stop Climax	Spear Affinity (4), Flail Affinity (3), Trumpet Affinity (3), Spear Applaud (1), Bow Applaud (1), Ardor (1), Grace & Glory (1), Beloved (1)

Alfheim Portal

Defeat all the Angels before time expires using only Angel Arms!

Normal	03:00	3/3
Hard	04:40	3/3
Non Stop Climax	05:10	3/3

Normal

Thankfully, a handy selection of Angel Arms has already been placed around the area in this Alfheim, so you do not have to worry about using Torture Attacks to acquire them. Close to where you start is a Spear, and then on the Left there is a Sword and to the right side you will find a Bow. After any of these weapons have been used, a fresh one will appear in the original location for you to use, so there's no need to worry about running out.

For all enemy waves, bar the final Beloved, you should stick to using the Spear and its attack as this will allow you to greatly control the enemy groups, so that they don't have the chance to attack very often, and ensure that you get more than enough combo points for a Platinum rank → 01. Simply pick one up one of the Spears and run to the centre of the area where the Affinities and Applauds spawn and start the attack to hit them



all and rack up the points; as soon as the attack has finished, run back and pick up another Spear and repeat. When you fight the Beloved at the end you should switch to the Bow and use the attack to take it out quicker from long range, where you won't have to worry about any of its attacks.

Hard

Use a couple of attacks with the Spear to kill off the first wave of Applauds and Affinities quickly and easily, while also building up a large Multiplier. As soon as the last enemy in that wave is defeated, run over and grab another Spear and head to the centre of the area and use a attack on the Ardors and Affinities while they are still spawning. Finish off the Ardors and any remaining Affinities using attacks with the Bow to start gaining some big points now that the Multiplier is high.

Grace & Glory, along with some more Affinities, make up the third wave, and you should make killing Grace using attacks with the Bow your first priority. When it is killed it should drop its Claw Angel Arm, so pick that up and then Evade into Witch Time and use the attack with it to kill off Glory and any Affinities in the area. Mop up any Affinities that are still alive with Bow's attack, and keep using it to kill the Beloved as well, once it spawns.

Non Stop Climax

As the Platinum combo requirement is quite low on this difficulty, you should concentrate on simply killing the enemies off as quickly as you can. That means sticking to attacks with the Bow in each wave of the fight. Because of the slow start-up time of the first shot you should back away from the enemies as far as you can, using the Panther, before you attempt to fire off a volley of shots.



The first two waves of enemies consist of small groups of Affinities and Applauds, and they will all fall quickly to the power of the Bow → 02. When the third wave of enemies arrives, concentrate on taking out the Affinities first before you start shooting at the Ardor. Each shot with the Bow is strong enough to Stagger the Ardor and allow you to keep shooting at it, but this is not possible if the Affinities keep getting in the way.

Start firing at Grace & Glory as soon as they appear so that you can keep one of them Staggered → 03. Kill off both of them and deal with the Beloved when it spawns, using the Bow, for quite an easy Pure Platinum rank.

How Good
04.08

VERSE 6: CROSS THE BUILDINGS

	Normal				Hard				Non Stop Climax			
Time	04:00	03:20	02:40	02:00	06:20	05:17	04:14	03:10	05:40	04:44	03:47	02:50
Damage	1,500	1,000	500	0	3,000	2,000	1,000	0	4,500	3,000	1,500	0
Combo	400	480	560	800	1,200	3,072	4,944	10,560	800	1,376	1,952	3,680

Normal

This Verse is quite long, but there is only one small and easy fight at the beginning. All you need to do is use a Torture Attack straight away on one of the Affinities (as you will have full Magic from completing the Affheim) and then pick up and use the Spear Angel Arm and use the attack to kill the other two enemies → 04. Once they are dead, make your way along the sides of the houses, using the rock bridges between them as you come to them, until you make it to the tower. As you run up the tower it will begin to break apart, and when you get to the top it will start to fall to the side; watch the screen and, when prompted, press to complete the QTE and end the Verse for an easy Pure Platinum.



Hard & Non Stop Climax

When you start to see the Ardors begin to spawn, stop moving towards them and start firing at them with Kilgore using a (C)(C)(C) combo → 05. If you time it right you should be able to get the first rocket to hit while the Ardors are still far away and close enough together for each rocket to Stagger the entire group. Providing you keep hitting them with just the long-range rockets, you can keep the group Staggered for the entire fight and rack up a very large combo score.



If you ever get too close, Evade backwards using Dodge Offset to get some space and then continue the combo; keeping your distance is important because the Ardors will often Parry your close-range strikes. If the group has split up you should try and use the occasional Witch Twist to knock one or two of them up, so that you can attempt to reposition them → 06. This is also a handy move to use if somehow the enemies manage to get right up close to you, as you can use it to knock all of them up and then run to the other side of the area and start your long-range attacks again.

Angels	
Normal	Spear Affinity (3)
Hard & Non Stop Climax	Ardor (3)



VERSE 7: COURTYARD CATASTROPHE

	Normal				Hard				Non Stop Climax			
Time	02:40	02:14	01:47	01:20	02:40	02:14	01:47	01:20	03:00	02:30	02:00	01:30
Damage	1,500	1,000	500	0	3,000	2,000	1,000	0	4,500	3,000	1,500	0
Combo	1,000	2,100	3,200	6,500	1,000	2,100	3,200	6,500	1,000	2,100	3,200	6,500

Angels	
Normal, Hard & Non Stop Climax	Fairness (2)

Normal & Hard

The Fairness in this Verse have a tendency to not use their Fireball attacks when you are in range as often as they do in other Verses, so you are much better off getting in close for this fight to make sure that you kill them within the Platinum time requirement. As soon as the Verse starts, run over to one of them and start attacking it before the other one can close in; it should only take a couple of  attacks before the Fairness swipes at you with its claw, so be ready for this and Evade into Witch Time $\rightarrow$ $\square$ 01. Straight after entering Witch Time, use a      combo to knock it off its feet and then use continuous    combos until nearly all of its health is gone, before finishing it with a Torture Attack. $\rightarrow$ $\square$ 02

While you are doing your air combos, keep an eye on the other Fairness so that you can Evade its likely jumping attacks. After successfully Evading it, you will need to Evade another Claw Swipe to enter Witch Time and start the cycle from the beginning, this time with the added benefit of the Weave attack hitting both of them. Once the first one has been killed you can use the same method to take out the second one, but you should opt to kill it with regular attacks rather than waste the Magic on

another Torture Attack. The only exception to this would be if you lose your Multiplier during the fight and are worried you haven't reached the Platinum combo requirement, in which case the extra points from a Torture Attack would be worth it.

Non Stop Climax

Keeping your Multiplier going at all times against these two enemies can be quite difficult because of the speed and frequency of their attacks, so make sure you use a lot of shots with  to give you as much time as possible. Since they tend to Block your attacks quite often, you'll rarely be able to get in more than one or two  strikes before having to Evade. You should keep using normal strikes for as long as possible until the points per attack start to drop, and only then use a Weave attack to reset them $\rightarrow$ $\square$ 03. You don't want to do too much damage by using a lot of Weave attacks, as this will cost you combo points in the long run.

Once you have your Multiplier up reasonably high, you might find it worthwhile to use both of the cars in the area that you can throw at the enemies, as they give you quite a large amount of combo points and also do relatively little damage $\rightarrow$ $\square$ 04. Torture Attacks will also come into play towards the end of the battle, when the enemy's health is starting to get low. Make full use of them if you think you need the extra combo points to reach the Platinum rank.



VERSE 8: FIERY FIENDS

	Normal				Hard				Non Stop Climax			
Time	01:00	00:50	00:40	00:30	02:00	01:40	01:20	01:00	02:20	01:57	01:34	01:10
Damage	1,500	1,000	500	0	3,000	2,000	1,000	0	4,500	3,000	1,500	0
Combo	300	336	372	480	600	852	1,104	1,860	400	480	560	800

Normal

You don't have a lot of time in this Verse for a Platinum rank, but thankfully the combo point requirement is also low, so you can afford to concentrate on killing the enemies quickly. The only thing limiting your attack options is the fact that the enemies are on fire. Begin by Evading an attack into Witch Time and follow up with a $\Delta \Delta \Delta \Delta \Delta$ combo $\rightarrow$ $\square$ 05. That one combo should get you almost the full amount of points you need, so as soon as it is over and Witch Time has finished, back away from the enemies and finish them off with a series of $\Delta \Delta \Delta$ Weave attack hits. $\rightarrow$ $\square$ 06



Angels	
Normal	Burning Affinity (3)
Hard & Non Stop Climax	Grace & Glory (1)



Hard & Non Stop Climax

Once you see Grace & Glory begin to spawn, move away from them back into the cave where you came from, so that you can fight them away from the small lava eruptions $\rightarrow$ $\square$ 07. This will not cost you any time, because the Verse will not officially start until you hit one of the enemies. After they have followed you back, wait for Grace to attack so that you can use a Parry to Stagger it, and then launch it with $\Delta + \Delta$ and follow up with a quick air combo to take down enough of its health to finish it with a Torture Attack. $\rightarrow$ $\square$ 08



If Glory interrupts your combo, or if Grace Evades backwards out of it, just wait for your next opportunity to Parry Grace and start over again. After you have killed Grace with a Torture Attack, pick up its Claw Angel Arm and then Parry one of Glory's attacks and use the Δ attack to kill off Glory and easily score the points you need for a platinum rank. $\rightarrow$ $\square$ 09

04/10

VERSE 9: FALLING BRIDGE

	Normal				Hard				Non Stop Climax			
Time	01:20	01:07	00:54	00:40	02:40	02:14	01:47	01:20	02:20	01:57	01:34	01:10
Damage	1,500	1,000	500	0	3,000	2,000	1,000	0	4,500	3,000	1,500	0
Combo	300	336	372	490	700	1,092	1,484	2,660	300	336	372	490

Angels	
Normal	Spear Affinity (2), Flail Affinity (1)
Hard & Non Stop Climax	Brave (3)

Normal

This Verse is almost identical to the previous one, but made even easier as the enemies are not burning. To make things go a bit quicker in this fight you should use a Torture Attack on the Flail Affinity to get its Angel Arm and then use its attack to kill the two Spear Affinities for an easy Pure Platinum rank.



Hard & Non Stop Climax

Run up to the first Brave as it is spawning and start attacking it with a combo. If the Brave tries to attack you, Parry the attack and then carry on with your combo. If you are quick enough you should be able to have the first Brave killed just as the second one is starting to spawn. The first Brave that you kill will always drop its Angel Arm, so pick up the weapon and run over to the second Brave to use its attack. Make sure you are very close so that all of the hits connect and keep the enemy Staggered for the duration of the attack. When the third Brave appears, simply run over and use the second with the Angel Arm to kill him off for a quick and easy Pure Platinum win. →□ 01



VERSE 10: ALFHEIM PORTAL

	Normal				Hard				Non Stop Climax			
Time	01:55	01:50	01:45	01:40	03:17	03:05	02:53	02:40	05:57	05:35	05:13	04:50
Damage	1,200	800	400	0	1,200	800	400	0	1,200	800	400	0
Combo	1,200	3,072	4,944	10,560	1,200	3,072	4,944	10,560	2,000	10,400	18,800	44,000

Alfheim Portal



Defeat all the Angels before time expires! However, Witch Time has been disabled!

Normal	02:00				
Hard	03:00				
Non Stop Climax	05:30				

Angels	
Normal	Spear Affinity (2), Flail Affinity (2), Trumpet Affinity (2), Spear Applaud (1), Fairness (1)
Hard	Brave (9)
Non Stop Climax	Brave (3), Ardor (2), Grace & Glory (1), Fairness (1), Fearless (1)

Normal

As usual, when dealing with a crowd of enemies like this, you'll want to try and attack as many of them as you can with a attack from the Spear Angel Arm to really rack up the combo points. Without Witch Time you will need to work slightly harder in this arena to build up Magic for the initial Torture Attack. To





speed this up a bit you should Taunt the enemies while they are spawning.

Initially, you will have to fight a single Spear Applaud, along with two Spear and two Flail affinities

and, as you kill off the enemies, two Trumpet Affinities will fly down into the arena. You should move in and attack the Applaud until you have built up enough Magic to kill it with a Torture Attack to get its Angel Arm. Most of the other enemies should be gathered around you at this point, so as soon as it is safe, start the attack with the Spear.

You should be able to kill pretty much all the Spear and Flail Affinities with just this single attack, and as you are killing the whole group quickly the slow spawning Trumpet Affinities will probably not get caught in it. This actually works to your advantage, as you can use some of the Magic you have built up now to Torture Attack one of them for its Trumpet Angel Arm. Don't pick it up just yet, however; use your regular attacks to finish off the other Affinity first and save the Trumpet for the Fairness that spawns when these enemies are dead. As soon as it arrives, start attacking it immediately with the Trumpet's attacks; Use two of these followed by a attack for the final one, and this should easily kill the Fairness.

Hard

From the start of this Verse, Braves will begin to spawn in continuously up to a maximum of three at a time, with a fresh one coming in for every one you kill. This also holds true if you allow the three of them on the field to combine into the giant, as this will only count as one enemy, so two other normal Braves will spawn. While the giant can be handy in dealing some free damage for you, it will end up costing you combo points, so you should try to avoid letting them combine. The first Brave you kill will drop its Axe Angel Arm, and then every third one you kill will drop theirs.

Try and kill the first Brave while the next two are still spawning, and then pick up the Axe Angel Arm it drops. Without the aid of Witch Time you will need to use a Parry on one of the other Brave's attacks to Stagger it for long enough to land the attack with the Axe. The Axe is strong enough to kill the enemy in one

hit from close range, so kill off the next two Braves using this weapon. Switch back to using Shuraba again to kill off the next Brave, and it will again drop its Angel Arm. Use this to kill off the next two Braves and then kill the one after that in the normal way to get the next Angel Arm and kill the final two Braves with it.

Non Stop Climax

There are three waves of enemies to contend with, each consisting of a Brave and two other enemies. The Brave will always spawn a short time ahead of the other two enemies. You should try to have the first Brave killed just as it is starting to spawn, as it will always drop its Angel Arm, which will come in very handy. Once it is dead, pick up the Angel Arm and use both attacks on Grace to weaken it enough so that you can kill it with a Torture Attack. →□ 02

Pick up the Claw Angel Arm and then try and lure Glory to the centre of the area. Next, use a Parry on one of its attacks to Stagger it for long enough for you to use the attack with the Claws. If you can keep the attack in the centre of the area, while killing Glory, you should also be able to get in some damage on the second Brave as it begins to spawn. Keep attacking it quickly and you should be able to finish it off and pick up the Angel Arm before the two Ardors have fully spawned. →□ 03

With the Brave's Angel Arm in hand, try and group both of the Ardors together and then Parry one of their attacks to Stagger them, allowing you to run in slightly and use the attack with the Angel Arm. Repeat this for the second attack with the Axe and then finish off one of the Ardors with a Torture Attack to get its Sword, which you should then use to finish off the second Ardor.

Kill off the Brave as soon as it arrives as usual, and then use the Axe's attacks on Fearless and Fairness when they have spawned in. You should have built up plenty of Magic at this point, so the best method to take out these two enemies is to use a lot of Weave Tetsuzankos with Shuraba to inflict heavy damage and keep them Staggered →□ 04. As long as you have kept the Multiplier going you should have easily achieved the Platinum combo rank, but if you think you might be coming up a little short you should try and finish off Fairness & Fearless with Torture Attacks for the extra points.

VERSE 11: ALFHEIM PORTAL

	Normal				Hard				Non Stop Climax			
Time	02:30	02:23	02:17	02:10	06:21	05:57	05:34	05:10	06:24	06:09	05:45	05:20
Damage	1,200	900	400	0	1,200	900	400	0	1,200	900	400	0
Combo	400	480	560	800	600	852	1,104	1,880	500	650	800	1,250



Angels	
Normal	Burning Affinity (7), Fairness (2)
Hard & Non Stop Climax	Burning Affinity (4), Burning Ardor (2), Fairness (2), Fearless (1)

Alfheim Portal



Defeat all the Angels before time expires! Enemies can be defeated using Wicked Weave attacks!

Normal	02:40	● ● ● ● ●
Hard	05:50	● ● ● ● ●
Non Stop Climax	06:00	● ● ● ● ●

Normal

Although the enemies are burning in this Alfheim, you don't have to worry about taking damage from hitting them with regular attacks. This is due to the shield surrounding them, which prevents anything from hitting them that isn't a Wicked Weave attack. As usual with these challenges, ●●● will be your primary combo. If you have entered Witch Time and backed away a lot from the enemies you may want to try using ●●●● for the double Weave attack at the end, but this requires a large amount of room to set up.



Keep attacking the Affinities as they spawn with your Weave attacks until they have all been defeated and the two Fearless spawn. If you have built up a large pool of Magic you should take up a position to the side of these enemies and then use multiple Tetsuzankos in quick succession until your Magic has run out. If you line yourself up correctly you should be able to hit both enemies with every attack and, depending on how much Magic you have, it is entirely possible to kill both of them very quickly with this move. If you run out of Magic before one or both of them dies, simply back away and finish them off with a couple of ●●● combos.

Hard & Non Stop Climax

●●● should again be your primary combo here, and after each final hit you should use a double tap of ♡ away from the enemies to cancel the animation with an Evade. Then use the Panther to quickly gain some dis-



tance from the enemies so that you can start your next combo. To begin with, you will be facing four of the Burning Affinities and one of the Ardors so, as soon as they spawn in, begin using the   combo on them →□ 01. Try to angle your combos on the different enemies so that the Weave attack on the end knocks them together, so you can then hit multiple enemies more easily. After killing the first Affinity, a second Ardor will spawn in the centre of the area, so be ready to position yourself to attack it straight away, aiming to Stagger it before it can attack you.

Continue using   to kill off both the Ardors and all the Affinities, and then two Fairness and one Fearless will spawn at the back of the area very close to each other →□ 02. You should have been able to build up a large amount of Magic from fighting all the enemies in the first wave, so you can start using multiple Wicked Weave Tetsuzankos on these enemies to quickly take their health down and keep them Staggered. Once you have run out of Magic, back away from any enemies that are left and switch back to using   to kill them off. →□ 03

04.12

VERSE 12: BRIDGE THE GAP

	Normal				Hard				Non Stop Climax			
												
Time	01:40	01:24	01:07	00:50	01:40	01:24	01:07	00:50	01:20	01:07	00:54	00:40
Damage	1,500	1,000	500	0	3,000	2,000	1,000	0	4,500	3,000	1,500	0
Combo	500	650	800	1,250	200	212	224	260	200	212	224	260

Angels	
Normal	Spear Affinity (3), Decoration (8)
Hard & Non Stop Climax	Harmony (3)

Normal

Shortly after you start to cross the bridge you will see the enemies flying out towards you from the giant column of rock to the side of the bridge, but the Verse will not actually begin until you have hit one of them.

Try not to advance any further along the bridge, as this will cause the column of rock to fall and destroy it, which will mean you have to wait even longer on the other side for the enemies to reach you again.

Wait for the enemies to get close to you on the bridge, and then use a Torture Attack on one of the spear Affinities to get its Angel Arm. Use the  attack with this weapon to kill the other two Affinities and any Decorations in the area. For any Decorations the Spear attack missed, or the fresh ones flying in, you should use a Snare to pull them in and then kill them quickly by switching to Shuraba.

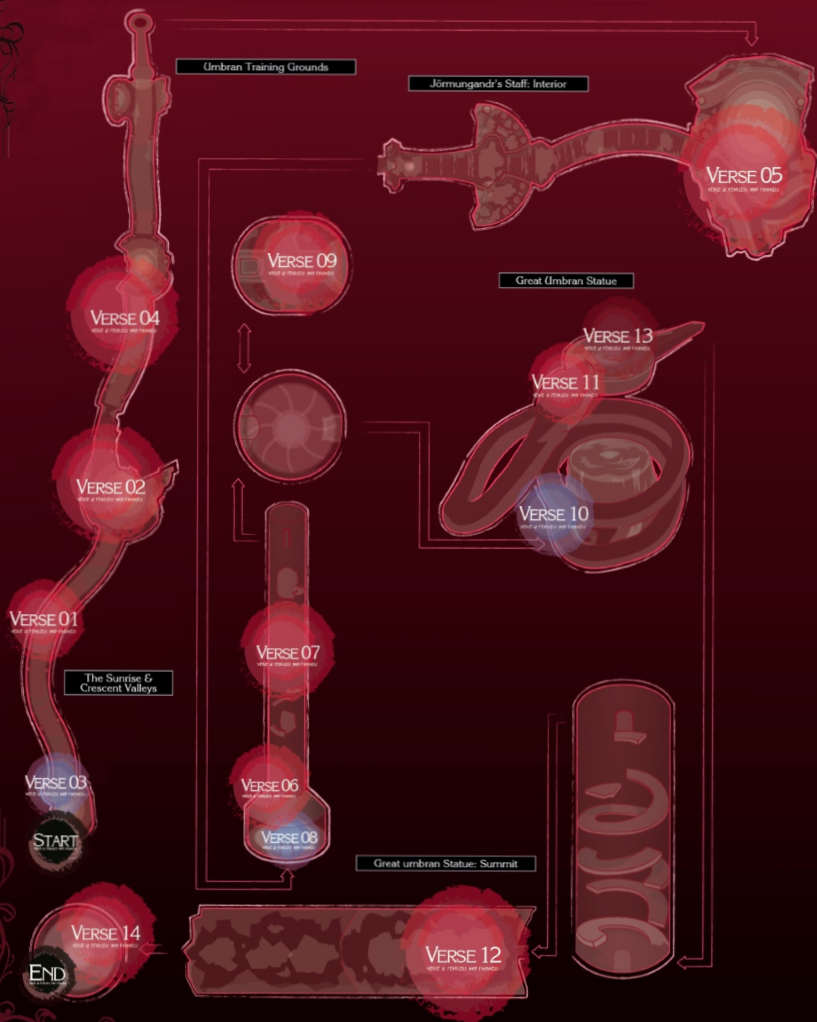


Hard & Non Stop Climax

To avoid Jumping around on the narrow bridge, you should wait for the Harmonies to get close and then use a Snare with Kulshedra to pull one of them in and then switch to Shuraba to kill it off quickly →□ 04. Kill off the other two Harmonies in the same manner for a quick and easy Pure Platinum.



CHAPTER V THE LOST HOLY GROUNDS



VERSE 1: FREQUENT FLYER MILES

	Normal				Hard				Non Stop Climax			
Time	00:36	00:30	00:24	00:18	03:00	02:30	02:00	01:30	02:20	01:57	01:34	01:10
Damage	1,500	1,000	500	0	3,000	2,000	1,000	0	4,500	3,000	1,500	0
Combo	0	0	0	30	500	650	800	1,250	300	336	372	480

Angels	
Normal	Decoration (6)
Hard & Non Stop Climax	Grace & Glory (1)

Normal

Because the Decorations have a tendency to stick to the area above the broken section of the path, it will normally work out best to attack them using Bullet Climax with Scarborough Fair. It should not take more than one or two to kill off all the enemies and score enough points for the Platinum combo rank, but because of the very low Platinum time requirement you will still need to be quick.



Hard & Non Stop Climax

When you see Grace & Glory begin to spawn, start using a along the right-hand side of the path, as this will usually be the side the Grace appears on. The bomb on the end of the combo should go off just as the enemies finish spawning, and should only hit Grace and knock it down, allowing you to finish it with a quick Torture Attack. Leave the Angel Arms on the ground for now and finish off Glory using some regular Shuraba combos after Parrying one of its attacks. Once it is dead, pick up the Claws and continue to the next Verse.



VERSE 2: SCRATCH AND CLAW

	Normal				Hard				Non Stop Climax			
Time	02:00	01:40	01:20	01:00	06:00	05:00	04:00	03:00	05:20	04:27	03:34	02:40
Damage	1,500	1,000	500	0	3,000	2,000	1,000	0	4,500	3,000	1,500	0
Combo	600	852	1,104	1,860	1,200	3,072	4,944	10,560	1,100	2,552	4,004	8,360

Angels	
Normal	Grace & Glory (1)
Hard & Non Stop Climax	Grace (2), Glory (3)

Normal

Grace & Glory are extremely agile enemies, and they will constantly move around the area in an attempt to surround you. Their wide arcing Claw Swipe combos can deal massive amounts of damage if you get caught in them. And they are very quick, so you will need to pay close attention to them and be ready to Evade at any time. Grace's Inferno is by far the easiest move from which to enter Witch Time against this duo, so if you are having trouble entering it from their regular attacks, pay close attention to when Grace starts this move. Once you have entered Witch Time, Grace is also the first of the pair that you should focus on killing.



As soon as you have entered Witch Time, run straight in and attack it with a combo to launch it, and then follow up with . These two combos alone should do enough damage for you to can now kill Grace straight away with a Torture Attack. Pick up the Claw Angel Arm it drops, and then look for the chance to Evade into Witch Time from one of Glory's attacks

and use the with Claws. You will need to keep constantly adjusting the direction of the move so that it is always hitting Glory. When done correctly, this is enough to kill it instantly and score enough combo points for the Platinum rank.

Hard & Non Stop Climax

When the first pair of Grace & Glory has finished spawning, Parry one of Glory's attacks and then use the attack with the Angel Arm from the previous Verse to kill it quickly and give a big boost to your Multiplier. Glory will drop its Claw Angel Arm, but leave that on the ground and kill Grace off using regular attacks. Once that enemy is dead, another set of Grace & Glory will spawn in, along with an additional Glory.



Pick up the Electric Claw Angel Arm from the Glory you have just defeated and use its attack; the large radius of the attack should mean you can do a great amount of damage to all three enemies. Now that it has been weakened, you should run up and use a Torture Attack to kill of Grace and then pick up the Angel Arm it drops and try and position yourself so that you can use the attack to kill off the two remaining Glories. If one of them happens to survive, finish it off in the regular manner with Shuraba.

VERSE 3: ALFHEIM PORTAL

	Normal				Hard				Non Stop Climax			
Time	03:39	03:29	03:20	03:10	06:21	05:57	05:34	05:10	07:35	07:06	06:38	06:10
Damage	1,200	800	400	0	1,200	800	400	0	1,200	800	400	0
Combo	700	1,092	1,484	2,660	900	1,710	2,520	4,950	800	1,376	1,952	3,680

Alfheim Portal

Defeat all the Angels before time expires! Enemies can be defeated during Witch Time.

Normal	03:50	
Hard	05:50	
Non Stop Climax	06:50	

Normal

Start off by Taunting quickly to earn some free Magic points. The first enemies you will have to deal with are two Spear Applauds and a single Bow Applaud. Continue Taunting to make them attack you faster, so that you can enter Witch Time as quickly as possible. Immediately, start attacking the enemies when you enter Witch Time with some combos, until you have built up enough Magic points for a Torture Attack. Use the Torture Attack on the Bow Applaud but leave his weapon on the ground for now.

Continue attacking the other two Applauds, and if you build up enough Magic points for another Torture Attack, you should use it straight away on one of them, and then use the attack of the Spear when you next enter Witch Time. Its health should be low enough at this point for the first few hits of the Spear's attack to be enough to kill it. Should it still be alive when Witch Time runs out, simply cancel out of the attack and finish it off at the next opportunity.

The main benefit of using the Spear is that, on its own, it should guarantee that you hit the combo points required for a Platinum rank. If your combos points are already more than high enough, you might want to save the Magic and finish off the Applauds with regular combos.

Once the last Applaud has died, Grace & Glory will appear in the centre of the arena. While they are spawning, run over and pick up the Bow lying on the floor. Taunt the enemies to make them attack you. The instant you get into Witch Time, use a single attack from the Bow on Grace. This one hit should have taken down enough of his health for you to finish him off with a Torture Attack when you next enter Witch Time. Once Grace is down, simply pick up its Claws and use its attack to kill off Glory.

The Final enemy you have to defeat in this Verse is a single Fairness which spawns at the back of the arena. Before it arrives, you should run over to the opposite side and start Taunting it, to make it attack you with a Fireball. This is a very easy attack to

Angels

Normal	Spear Applaud (2), Bow Applaud (1), Grace & Glory, Fairness (1)
Hard	Ardor (2), Fairness (1), Fearless (1), Joy (2)
Non Stop Climax	Ardor (3), Fairness (2), Fearless (1), Joy (3)

Evade and enter Witch Time from. As soon as Witch Time runs out, you should try and put some distance between you and the enemy so that it uses the Fireball attack again. After Evading a Fireball, run in and use a combo like to get the enemy off its feet and follow up with a Tetsuzanko for some big damage. If you manage to do this quickly enough, you should be able to use a Torture Attack, while still in the same instance of Witch Time, to finish it off. If Witch Time runs out before you can do this, simply run away, Evade another Fireball and then finish it off.

Hard

To get some extra Magic, Taunt the two Ardors as they appear. Evade one of their attacks into Witch Time and use a combo with Shuraba. If you are quick enough, you should be able to finish the whole combo in a single instance of Witch Time, thereby making sure you get the maximum possible amount of damage and combo points at all times.

Keep attacking both Ardors with that combo at every opportunity, and when their health starts to get low, finish one of them off with a Torture Attack and kill the other one off normally. If, at any time during your attacks, the enemies become Stunned, you should take advantage of the lull and Taunt them again to gain more Magic.

For Fearless and Fairness you should switch your combo to , as it is slightly quicker, and the amount of Witch Time you get from Evading one of their Claw Swipes is usually less than from the other attacks. Try to focus your attacks on Fearless, as it is the more dangerous of the two and you cannot enter Witch Time from its Beam attack. When you have taken off around half its health, finish it off with a Torture Attack to save time, and then do the same to Fairness.

As Joys are such an unpredictable enemy, you should try and kill them as quickly as possible. Evade one of their attacks into Witch Time and then use the same combo with Shuraba, as it just happens to deal the perfect amount of damage. It is also quick enough for you to use a Torture Attack immediately afterwards, in the same Witch Time event, and to kill a Joy off totally. Wait for your chance with the remaining Joy and then do the exact same thing to this one to complete the Verse.

Non Stop Climax

The enemies you will face here are identical to the ones on the Hard difficulty, but there is an extra one in each wave → 01. All this means is that you have more opportunity to build up your Magic, and can therefore



use more Torture Attacks early on to get through the enemies quicker → 02. When you get to the Joys, if you are sure you have enough points for the Platinum combo rank, you should try and get a couple of them together and then use a combo. Two of the full-size Bombs are enough to kill a Joy outright, so if you manage to get all three of them together, you could even wipe out the entire group with this one combo in a single Witch Time event.

01.18

VERSE 4: TRILOGY OF TERROR

	Normal				Hard				Non Stop Climax			
Time	05:40	04:44	03:47	02:50	07:00	05:50	04:40	03:30	07:00	05:50	04:40	03:30
Damage	1,500	1,000	500	0	3,000	2,000	1,000	0	4,500	3,000	1,500	0
Combo	1,400	4,340	7,280	16,100	1,200	3,072	4,944	10,560	1,100	2,552	4,004	8,360

Angels	
Normal	Spear Affinity (1), Flail Affinity (1), Trumpet Affinity (4), Horn Affinity (2), Spear Applaud (1), Fearless (1), Fairness (1),
Hard & Non Stop Climax	Spear Affinity (3), Flail Affinity (1), Trumpet Affinity (5), Horn Affinity (1), Spear Applaud (2), Fairness (1), Fearless (1)

Normal

At the start of this verse the path ahead of you will begin to collapse, but it will never fall away entirely, so you are still free to move about as you wish. You should have plenty of Magic after completing the Affluence,



so jump across the broken path and Torture Attack one of the Trumpet Affinities, and then use the attack with its weapon to easily take out the other Affinities. → 03

Once they are dead, continue up the path to trigger a cutscene, after which you will have to fight a Fearless and a Fairness at the same time. Taunt the Fairness from a distance to try and make it Fireball you, and then Evade into Witch Time and launch an attack on the more dangerous Fearless. As they are very similar enemies, the same combos you use normally on Fairness will work equally well on Fearless. This means lots of Weave Launchers to keep them off balance, while also inflicting heavy damage.

You should Torture Attack the Fearless as soon as it gets to around half health, but try and save enough Magic for a Torture Attack in the next phase of this fight. As soon as it has been defeated you should waste no time in attacking the Fairness to make sure you can finish the next section in time for a Platinum rank. If you have Magic to spare, use some Tetsuzankos to speed things along.

The final wave of enemies consists of two Trumpet Affinities, two Horn Affinities and a single Spear Applaud. As you close in on the Horn Affinities at the front, the path will begin to break away once again, but this actually works in your favour as it lowers the two Trumpet Affinities at the back. All you need to do now is run up and Torture Attack one of the Horn Affinities, and then use its weapon's attack. As long as you start this move from a position where the beam can strike all of the remaining enemies, it should either heavily damage or kill most of them for you.



If the Trumpet Affinities on the other section of the broken path survive the attack, you should try and finish them off from the section you are already on. The block of path they are standing on will begin to fall away completely as soon as you land on it, which gives you next to no time to finish them off. The best tactic to use in this case would be to use Kulshedra and either attack from the section of path you are on directly or use the Snare to pull them towards you and finish them off with Shuraba.

Hard & Non Stop Climax

Run up and use a Torture Attack on the first Trumpet Affinity, and then use the  attacks with the Angel Arm it drops to kill any three of the Spear and Flail Affinities. When the Angel Arm has run out, use another Torture Attack on the second Trumpet Affinity, but leave the Angel Arm on the ground until you have killed off the final Affinity in the area. After the cutscene, use two  attacks and then a  attack with the Trumpet on Fearless to greatly weaken it, and then use



a couple of quick Tetsuzankos to kill it before Fairness starts to attack. Once Fearless is out of the way, you can use a Weave Witch Twist to launch Fairness, and then use an  combo to launch it again. When you land, use a  combo, while it is still recovering, to knock it back up and keep repeating the two combos until it is dead. If you need to speed things up, you can use a Torture Attack to kill it, once it's down to around half its health.

Continue up the path, and when the Applauds and Affinities appear, use a Torture Attack to kill the Horn Affinity, and then pick up and use the  attack with the Angel Arm. This should either kill or nearly kill both of the Spear Applauds, so if either survive, you should finish them off quickly. Once all of the enemies on your current section of path are dead, you should switch to Kulshedra and use a Snare to pull over one of the Trumpet Affinities from the other side and then switch to Shuraba to kill it. Kill the second one in the same way, but, after using a Snare on the third, you should finish it off with a Torture Attack so that you can take the Trumpet Angel Arm into the next Verse.

100%
100%

VERSE 5: CALL FORTH THE MOON

	Normal				Hard				Non Stop Climax			
Time	05:00	04:10	03:20	02:30	06:40	05:34	04:27	03:20	09:20	07:47	06:14	04:40
Damage	1,500	1,000	500	0	3,000	2,000	1,000	0	4,500	3,000	1,500	0
Combo	1,300	3,666	6,032	13,129	1,000	2,100	3,200	6,500	700	1,092	1,484	2,660

Angels	
Normal	Dear (4), Decoration (8), Grace & Glory (1), Harmony (3)
Hard & Non Stop Climax	Dear (7), Decoration (6), Joy (3), Harmony (3)

Normal

The first section of this verse puts you in control of a free-falling Bayonetta, and during this time you will encounter a number of Dears and Decorations. The simple act of falling at these speeds is an attack in its own right, so you should try and line up your path with the enemies as they appear in the distance in order to kill them quickly → 01. You can stop your descent at any time and use regular mid-air combos, but this is not necessary as these are simply bonus enemies to get you started.



As soon as you hit the back wall, Grace & Glory will begin to spawn on the other side of the area, so make sure you align the camera as quickly as you can to avoid being hit in the back. Enter Witch Time off one of your attacks and use the normal  sequence on Grace, before finishing it off with a Torture Attack, and then use its Claw's  attack to kill Glory → 02. If you have managed to keep the Multiplier going during this process, you should already have enough combo points for the Platinum rank, but you should still try to score well on the next group to make sure.

In this final section of the verse, you will be introduced to another new enemy, called Harmony. Harmonies like to fly around a lot, and can attack you from very awkward angles, so it's important to try and keep the camera focused on them. As soon as the cutscene is over, you will need to perform an Evade to get away from their initial attack and then turn the camera round quickly to get a fix on their position. Once you are locked on to one of





them, use an After Burner Kick followed by a single **air**  →  03. This will deal substantial damage to the Harmony and also slam it down to the ground for you to finish off.

If you have the *ivagic*, this would be an excellent time to use a Torture Attack, as Harmonies drop a very powerful Chainsaw weapon. The ♠️ attack of the Chainsaw is usually a bit too slow to hit the agile Harmonies, so you should focus on using the slightly faster and more direct ♠️ attack. Luckily, one full hit of the ♠️ attack is enough to kill a Harmony; so as soon as there is an opening to do so (preferably in Witch Time) you should attempt to use it on one of the remaining enemies.

The final Harmony should be finished off, much like the first, by using an After Burner Kick followed with **air** to ground it and then finish it off with a regular ground combo. If you don't have the After Burner Kick move at this stage, then you will have to lock on to the Harmony and attempt to land a regular mid-air attack and then a delayed to slam it down so that you can finish it off easily.



Hard & Non Stop Climax

When you are going through the free-falling section, make sure not to press either ♣ or ♠ so that you don't accidentally waste any shots with your Trumpet Angel Arm. When you land from that section, the three Joys will already be waiting on the other side of the fountain, so head over there as quickly as you can. Your aim should be to try and land a single ♠ attack with the Trumpet on one of the Joys, and then use a Torture Attack to kill it.



If you have enough Magic you should do the same thing to the two remaining Joys to kill them all off quickly, but make sure, after each Torture Attack, you use a quick shot with  to keep the Multiplier active. If you are running low on Magic after killing the first one you should use one  and one  attack with the Angel Arm on one Joy to kill it, and then take out the third one using Shuraba. Once the Harmonies appear you should use the usual method of Snaring them with Kulshedra and then switching to Shuraba to kill them off.

VERSE 6: INTO THE TOWER

	Normal				Hard				Non Stop Climax			
												
Time	01:40	01:24	01:07	00:50	02:00	01:40	01:20	01:00	02:40	02:14	01:47	01:20
Damage	1,500	1,000	500	0	3,000	2,000	1,000	0	4,500	3,000	1,500	0
Combo	1,100	2,552	4,004	8,360	6,000	852	1,104	1,860	600	852	1,104	1,860

Normal & Hard

After the cutscene you will be at the bottom of the tower again, face to face with two Ardors.

This enemy has very high health and a strong defence, while also packing some extremely damaging attacks. Luckily, a lot of these attacks are quite easy to see coming and are perfect openings to enter Witch Time from. While in Witch Time you should try and use mid-range, high-scoring combos like 04, as you need to kick-start the combo score. If you see the points-per-hit start to dip, you should use a Weave Tetsuzanko straight away to reset the scoring.



Angels

Normal, Hard & Non Stop Climax	Ardor (2)
--------------------------------	-----------

Keep attacking both enemies during Witch Time, but pay close attention to their health bars, as both enemies should ideally be finished off with a Torture Attack when their health is as low as possible, thereby ensuring you get the most points out of each of them. The Sword dropped by Ardor is not very useful during this fight, so after Torture Attacking one of them, leave the weapon on the ground and continue to fight normally.

If you manage to get both enemies near each other, the radius of each blast is big enough to Stagger both of them, and Kilgore also racks up combo points at a very high rate. This tactic can be slightly slower than the up-close method, so it should only be used if you are sure you can control the fight, since wasting time too often getting into position may end up costing you the Platinum time rank.

	Normal				Hard				Non Stop Climax			
Time	01:20	01:07	00:54	00:40	03:00	02:30	02:00	01:30	03:00	02:30	02:00	01:30
Damage	1,500	1,000	500	0	3,000	2,000	1,000	0	4,500	3,000	1,500	0
Combo	0	0	0	110	600	852	1,104	1,860	400	480	560	800



Normal	Harmony (4)
Hard & Non Stop Climax	Harmony (6)

The low score requirement for this Verse makes it relatively easy, even with the strict time limit and constantly falling debris getting in your way. To help things along, you might want to have Kulshedra equipped, so that you can Snare one of the Harmonies and Cowgirl Spin it into the rest of the group → ☐ 01.

Keep grabbing and spinning the enemies to continue the damage and try and time the release so that the enemy flies into the side of the tower, keeping it close. When there is only one left, simply Snare it and then switch weapons and finish it off with a Shuraba combo. → ☐ 02



This Verse is practically the same on these difficulty levels as it is on Normal, and not even the extra two enemies can make things harder, especially with all of the extra time you have. Rodeo Spins are still an excellent way of handling the enemies in this enclosed area, so you should stick with that. If you want to speed things up, you can use a Torture Attack to kill one of them and then use the Chainsaw Angel Arm to kill off a couple of others. The loss of Magic won't really hurt much, as you should be getting all of that back from completing the Altheim in the next Verse.



VERSE 8: ALFHEIM PORTAL

	Normal				Hard				Non Stop Climax			
Time	01:44	01:39	01:35	01:30	04:06	03:51	03:35	03:20	04:06	03:51	03:35	03:20
Damage	1,200	800	400	0	1,200	800	400	0	1,200	800	400	0
Combo	0	0	0	30	0	0	0	30	0	0	0	30

Angels	
Normal	Dear (many), Decoration (many)
Hard	Fearless (many), Fairness (many)
Non Stop Climax	Grace & Glory (many)

Alfheim Portal

Stay in the air for a set period of time!

Normal	02:00	●●●●
Hard	03:50	●●●●
Non Stop Climax	03:50	●●●●

Normal

This is very similar to an Alfheim from an earlier Chapter, and the same tactics can all be used equally well here, although you are required to stay in the air for a full minute. This doesn't leave much time if you are trying to get a Platinum rank. The simplest way to complete this challenge is to use a continuous series of Shares followed by Jump Cancelled attacks.

The enemies will continue to follow you as you rise up into the air, and since you will be going a long time, don't be surprised when you reach the upper limits of the area. If your Snare attempt happens to kill the enemy, you still have plenty of time to do another attack, so make sure not to panic, as one wrong motion will send you plummeting to the bottom. To make sure the enemies last a little longer, avoid equipping firearms on your feet, as you don't want to damage the enemies when you use Step-Off.

Hard

Make sure that you do not have the Gaze of Despair equipped during this Verse, as you will want the enemies to attack you as little as possible. Run in and give Fearless a couple of quick hits to make sure you can get a Platinum rank for the combo score, and then transform into the Panther and run to the other end of the area. Use an After Burner kick to gain some height and then straight away use an **air** attack with Shuraba →□ 03. Just before the attack is fully charged and you would drop back down to the floor, use another After Burner Kick to gain yet more height and do the same move again.

This time, just before the charge is completed, cancel out of the attack by transforming into a Crow and immediately use a single shot with → to cancel out of that straight into another **air** →□ 04. If you do this series of moves correctly you should be able to pull them off and lose very little height in the process, and it is a lot harder for Fearless to attack you the higher you are. If Fearless tries to attack you while you are still relatively close to the ground, use a mid-air Parry to block the attack, and then go straight back into your **air** move. Because of the incredibly long charge time on this attack you should only need to cancel out of it a few times before you have managed to stay in the air for the full 30 seconds.

Non Stop Climax

The same tactics that you used on Hard will also work here, with the added bonus that Grace & Glory have an even harder time hitting you than the Fearless did, once you have gained some height. This should make staying in the air for the required 30 seconds quite an easy task. →□ 05



VERSE 9: STATUE MAINTENANCE

	Normal				Hard				Non Stop Climax			
Time	02:40	02:14	01:47	01:20	01:40	01:24	01:07	00:50	01:40	01:24	01:07	00:50
Damage	1,500	1,000	500	0	3,000	2,000	1,000	0	4,500	3,000	1,500	0
Combo	700	1,092	1,484	2,660	400	480	560	800	300	336	372	480

Normal

As soon as the enemies appear, run over to where Grace is and Evade the first attack you can to enter Witch Time, then hit it with a attack to launch it. Before Glory can get in the way you should try and land two combos on Grace, and then finish it off with a Torture Attack 01. If done quickly, you should be able to get most of this sequence into a single instance of Witch Time, so if you think Grace's health is low enough, you should try and start



Angels	
Normal	Grace & Glory (1)
Hard & Non Stop Climax	Fearless (1)

the Torture Attack as soon as the Witch Time ends, so that you remain safe. Once the hard part is out of the way, all you need to do is pick up Grace's Claws and Evade one of Glory's attacks into Witch Time before using the Claws attack to finish him off.
→□ 02

Hard & Non Stop Climax

Use a Weave Witch Twist straight away to knock Fearless off its feet and then follow up with . Follow up with another launching combo and air juggle and keep repeating until the Fearless is dead. If it blocks one of your attacks, make sure you shoot at it with to keep your Multiplier while you move in for another combo. While it is possible to get the Platinum combo rank with just regular attacks alone, if you think you might be coming up a bit short you should kill the enemy with a Torture Attack for the extra points. On Hard you could also use a Barrage combo after Evading into Witch Time for the excellent damage and combo points. This will also work on Non Stop Climax, but getting to the end of the combo will be a bit more difficult.



VERSE 10: ALFHEIM PORTAL

	Normal				Hard				Non Stop Climax			
Time	00:58	00:55	00:53	00:50	02:28	02:18	02:09	02:00	03:29	03:16	03:03	02:50
Damage	1,200	800	400	0	1,200	800	400	0	1,200	800	400	0
Combo	500	650	800	1,250	1,200	3,072	4,944	10,560	300	336	372	480

Angels	
Normal	Grace & Glory (1)
Hard & Non Stop Climax	Grace (2), Glory (3)

Alfheim Portal



Defeat all the Angels before time expires using the limited number of punches and kicks allotted!

Normal	01:00	x10 x7
Hard	02:20	x30 x23
Non Stop Climax	03:10	x40 x24





Normal

In this Altheim you have only ten punches and seven kicks with which to kill Grace & Glory, so you will need to be careful not to waste any attacks. Straight away, run up so that you are beside Grace and facing Glory.

As soon as Grace attacks, Evade into Witch Time and start using  combos → ☐ 03. If your positioning is correct, you should be able to hit both enemies with the Weave attack on the end of the combo, which will save you some attacks in the long run.

Continue Evading and using  while focusing on Grace, so that you can kill it first, making it drop its Angel Arm. Then all you need is a single  attack to finish off Glory with Grace's Claws. → ☐ 04

Hard

You have 30 Punches and 23 Kicks to use in this Verse, and if everything goes well you shouldn't need anywhere near that many. Run up to Grace as soon as it has spawned and then Evade one of its attacks into Witch Time and use a  combo. That combo will do more than enough damage to kill Grace, causing it to drop its Angel Arm, but leave that on the ground for now.

Wait for Glory to attack, and then enter Witch Time again and use the same combo to kill this enemy, which will then trigger

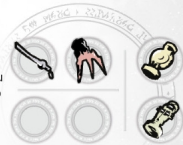
the next pair of Grace & Glory, and an additional Glory, to spawn. While they are spawning, pick up the Claw Angel Arm and then try and group all three enemies together if you can. Once they are in position, Evade one of their attacks into Witch Time and then use the  with the Angel Arm to keep hitting as many of the enemies as you can.

This one attack alone, if done right, can get you the Platinum combo rank, so if you have it secured then just finish off any remaining enemies with a couple of Bombs from Durga. As usual, however, if you think you are low on combo points, you should stick to non-Bomb combos to try and get some extra points out of the fight.

Non Stop Climax

You can use the same principles for this fight as you did on the Hard difficulty, only this time you have 40 Punches and 24 kicks to do it, and you will need to use Parries to set up your combos, as there is no Witch Time. Even using a Parry into  on one of the enemies before you start your  combo can help immensely. → ☐ 05

Because the Platinum combo requirement is so low on this difficulty, you can adopt a slightly safer long-range method. This involves backing far away from the enemies and then setting a bunch of Durga Bombs so that the enemy will just about be getting into range when they go off → ☐ 06. This method is only possible thanks to the sheer number of Punches available to you, and may prove useful if you are having difficulties.



VERSE 11: THE WINDING PATH

	Normal				Hard				Non Stop Climax			
Time	03:20	02:47	02:14	01:40	03:40	03:04	02:27	01:50	03:20	02:47	02:14	01:40
Damage	1,500	1,000	500	0	3,000	2,000	1,000	0	4,500	3,000	1,500	0
Combo	500	650	800	1,250	500	650	800	1,250	300	336	372	480



Angels	
Normal, Hard & Non Stop Climax	Inspired (1)

Normal

At the start of the Verse the Inspired is flying around outside the area, so the best thing you can do is constantly shoot at it by holding down 01. When you have done enough damage the Inspired will fall to the ground in the middle of the area, allowing you to run in and start using some Shuraba combos; it won't be down for long, however, so make sure you get in as many hits as you can during this time.



After a short time the Inspired will rear up and adopt an attacking pose, and if you remain close while it is like this you will be forced to try and Evade its Bite and Tail Whip attacks, which can be somewhat difficult, depending on your position. A much better option is to get some distance between you and the enemy as soon as you see it rise up from the floor, as this will normally make it use its much more predictable Fireball attack. All you need to do then is simply Evade the Fireball into Witch Time and then jump in and attack the head of the Inspired with a strong air combo.

When you have taken the Inspired's health down enough it will fly off and circle the area for a short time before flying straight at you. This attack is quite easy to dodge, so it does not pose much of a threat, but it also brings with it the opportunity for you to perform a counter by pressing when it appears on the screen. The counter will summon an Infernal Demon, which will take down the remainder of the enemy's health for you and slam the beast down into the ground, allowing you to run up and easily perform the Climax attack on it. 02

Hard & Non Stop Climax

As this enemy will nearly always use its Fireball attack at long range, the best method for dealing with him is to take advantage of this by moving as far away as you can, so that you can Parry the attacks back 03.

Not only does the Parried Fireball do substantial damage, but it also gives you a tidy amount of combo points for very little risk. The Parry does move you forwards slightly, so after each one it is a good idea to Evade backwards to reposition yourself. To make sure the combo continues between Parries, and to get a bit of extra damage, you should be constantly shooting with .



As on Normal, once its health is low enough, the Inspired will fly off before coming back in, at which time you should be able to perform the Counter Grab and then follow up with the Climax attack for an easy finish.



VERSE 14: GETTING WILD

	Normal				Hard				Non Stop Climax			
Time	04:00	03:20	02:40	02:00	04:00	03:20	02:40	02:00	07:00	05:50	04:40	03:30
Damage	3,000	2,000	1,000	0	6,000	4,000	2,000	0	6,000	4,000	2,000	0
Combo	300	336	372	480	400	480	560	800	300	336	372	480

Angels	
Normal, Hard and Non Stop Climax	Jeanne M2 (1)

Normal

Because this area is so small you will not have much room to manoeuvre around Jeanne, so you will need to use a lot of Dodge Offset when you are using your combos at close range. Try and stick to short combos like **1-2-3**, only switching to a longer combo if you move in to attack her from the side while she is using her Bullet Storm attack. This Jeanne will also sometimes use a sword, so keep an eye out for when she switches to this and be ready for the easy-to-telegraph Weave attack on the end so that you can enter Witch Time.

Once you've taken down around two thirds of her first health bar, a short cutscene will be triggered and the fight will change locations to the side of a large chunk of rock. Jeanne will often use a Weave attack straight away, once you are back in control, so be ready to Evade this quickly so that you can enter Witch Time and land some damaging combos on her. Continue fighting her as normal, and once you've taken her health down to around two thirds of her final health bar another cutscene will be triggered and the fight will again change locations. This new area is very similar to the first, so you should continue fighting her, as you have been, to take down the last bit of her health and complete the Chapter.

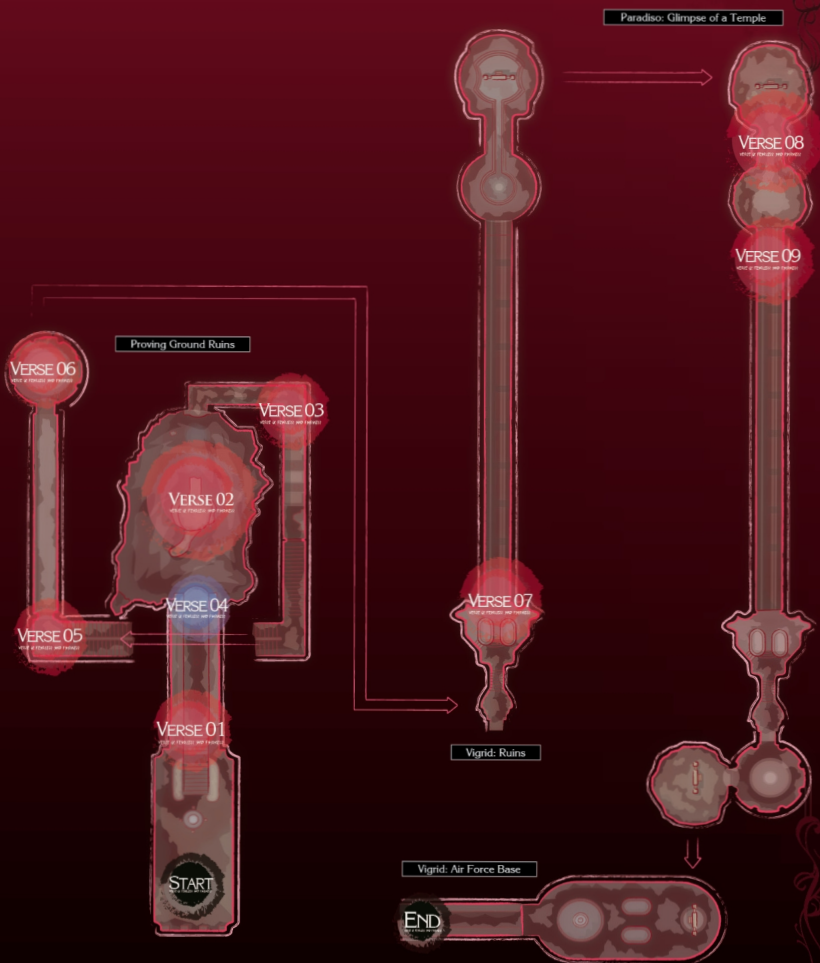
Hard & Non Stop Climax

You should have a lot of Magic after frequent use of the Cowgirl Spin in the previous Verse, so you should make heavy use of Weave Tetsuzankos, after a successful Parry, to inflict heavy damage on Jeanne → **01**.

Alternating between Parry into regular attacks and Parry into Tetsuzanko is the perfect way to kill her relatively quickly, while also scoring enough points to meet the Platinum requirement. Pay close attention to when Jeanne uses her Standoff attack, as this is another excellent place for scoring some big points and inflicting a large amount of damage. Barrage combos will also be an excellent attack to use against her if you can find, or create, a large enough opening to complete one.



CHAPTER VI THE GATES OF PARADISE



VERSE 1: RAISING THE STONES

	Normal				Hard				Non Stop Climax			
												
Time	02:00	01:40	01:20	01:00	03:00	02:30	02:00	01:30	03:00	02:30	02:00	01:30
Damage	1,500	1,000	500	0	3,000	2,000	1,000	0	4,500	3,000	1,500	0
Combo	1,000	2,100	3,200	6,500	1,100	2,552	4,004	8,360	900	1,710	2,520	4,950

Angels	
Normal	Spear Affinity (1), Flail Affinity (1), Trumpet Affinity (2), Ardor (1)
Hard & Non Stop Climax	Burning Affinity (3), Burning Ardor (2)

Normal

If you have enough Magic, start off the Verse by straight away using a Torture Attack on the Flail Affinity as soon as it has finished spawning, and then pick up its weapon. By the time the Torture Attack has finished, the Ardor and Spear Affinity will have made their way over to your position, so Evade one of their attacks and enter Witch Time as quickly as you can. Try and line up both enemies so that you can hit them with the Flail's **attack**; one attack is more than enough to take out the Affinity, but the Ardor will withstand both and still have a small amount of health left.



Finish the Ardor off quickly with some quick combos, which will be made simpler now its armour is broken, enabling you to

launch it easier. All that should be left now are the two Trumpet Affinities, which usually stay away from the action and as such are probably unused. Use a good Magic-building combo on one of them, such as 魔導魔法, and then Evade-cancel it so that the Weave part does not come out, allowing you to get a couple of extra regular hits in to kill it. Try and finish the remaining Affinity with a Torture Attack, as its Trumpet Arm will be useful in the next Verse.

Hard & Non Stop Climax

The narrow hallway where this Verse takes place lends itself perfectly to the power of Kilgore

□ 01. Stay near the gate at the entrance and use the   combo to fire rockets at the enemies further in to keep them from advancing. Using this method you should be able to score well above the Platinum requirements for a combo score and never be in any danger. If, however, you want to complete the Verse slightly quicker, you could equip Durga in Fire Mode on your hands so that you can hit the Burning enemies safely and then move in for some close-quarters combat, using its   combo.



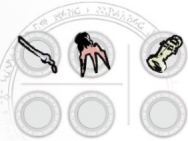
VERSE 2: WAR IN THE WATER

	Normal				Hard				Non Stop Climax			
												
Time	04:00	03:20	02:40	02:00	03:40	03:04	02:27	01:50	04:40	03:54	03:07	02:20
Damage	1,500	1,000	500	0	3,000	2,000	1,000	0	4,500	3,000	1,500	0
Combo	500	650	800	1,250	600	852	1,104	1,860	300	336	372	480

Angels	
Normal, Hard & Non Stop Climax	Inspired (2)

Normal

Try and focus on one Inspired at a time, since getting rid of one quickly will make the Verse much easier for you. Move to the top of the broken bridge so that you have a clear shot. Look on to one of them and then shoot at it by holding  and bring it down. As soon as it hits the floor, line yourself up and fire off two  attacks at it with the Trumpet. This will bring it down to practically no health, so just fire a few more shots with  to kill it.



When the first one is dead, move back to the top of the broken bridge and start shooting at the second one with . If it has stopped flying around and taken up an attacking pose, you should stand your ground and wait for it to use its Fireball attack, which

you can Evade into Witch Time. Either while in Witch Time or when the Inspired is on the ground, use a ♠ attack with the Trumpet, which may kill it outright, depending on how much damage you've done to it. If need be, you can simply use ♠ again to get in the last couple of hits required to take down the last of its health. All that's left for you to do is run up and finish it off with a Climax attack.

Hard & Non Stop Climax

Use a  attack to knock one of the Inspired out of the air. When it is down, keep firing at it using the  combo and, whenever it uses a Fireball, simply Parry it back and then continue shooting at it until it has been killed $\Rightarrow$ 02. While you are dealing with the first Inspired, the second one should rarely attack you, as long as you do not attack it, but it will sometimes use its Serpent Rush attack, so watch out for the  indicators that will pop up on screen to give yourself a chance to counter this move.



After performing the counter you will be left on the ground near the heavily damaged enemy, so you should finish it off quickly with a full Kilgore combo from where you are, and then go back

to shooting the other one. If the counter opportunity does not come up, then all you have to do is use the same method for killing the second one that you used on the first.

VERSE 3: CONGESTED HALLWAYS

	Normal				Hard				Non Stop Climax			
												
Time	02:40	02:14	01:47	01:20	04:00	03:20	02:40	02:00	03:20	02:47	02:14	01:40
Damage	1,500	1,000	500	0	3,000	2,000	1,000	0	4,500	3,000	1,500	0
Combo	800	1,376	1,952	3,680	900	1,710	2,520	4,950	700	1,092	1,484	2,660

Angels	
Normal	Dear (1), Decoration (3), Spear Affinity (1), Flail Affinity (1), Trumpet Affinity (2), Spear Applaud (1)
Hard & Non Stop Climax	Dear & Decorations (1), Spear Affinity (1), Flail Affinity (1), Spear Applaud (1), Bow Applaud (2)

Normal

When you first enter the narrow corridor you will have to face a Dear with two Decorations, and in this tight space a weapon like Kulshedra can really work wonders. A combo such as   should be able to take care of the entire group, and if any survive just pull them in with a Snare and switch to Shuraba to finish them off. Once they are all dead, continue on down the corridor and round the corner to trigger a small cutscene that gives you a hint about your next task.



After the cutscene you will need to make it past multiple traps consisting of spikes rising up out of the ground. These spikes do follow a pattern, so you can time your run across them if you are just looking to make it to the other side. The timer for the Verse is still ticking, however, so if you are looking to get a Platinum rank you will need to be as quick as you can. The best option is to transform into the Panther and start running down the corridor and then use an Evade to get you through the spikes as needed. If you press the Evade button promptly enough, you can re-enter the Beast Within extremely quickly after an Evade, so you won't lose much time. When you get to the other side, use Shuraba to break the rocks in front of the switch and then use  to pull the lever to stop the spear traps and trigger the next set of enemies.

Use a Torture Attack straight away on the Spear Affinity and pick up its weapon. Before using it, however, try to position yourself so that at least one of the Trumpet Affinities will not be caught in the attack. Once in position, use the Spear's  attack to wipe out whichever enemies you have around you and, if any survive, finish them off quickly with Shuraba. The Spear's attack should have built up enough Magic for you to use a Torture Attack on one of the Trumpet Affinities, but if both are still alive you should kill off the other one, using Shuraba first to end the Verse, and then pick up the Trumpet.

Hard & Non Stop Climax

Use one or two quick (☘) attacks with Kilgore to kill the Decorations and bring down the shield surrounding the Dear and then run in and quickly kill the Dear with Shuraba before it can sum-



mon any more **Do Ratons** → **03**. After pulling the lever to stop the spikes, you will have to fight a group of Affinities and Applauds. You should start by using a Torture Attack straight away on the Spear Affinity and then pick up its Angel Arm and use the **Attack** on the group. If the attack looks like it is going to kill both Bow Applauds, you should cancel out of it, as you will want to kill one of these with a Torture Attack to take the Bow Angel Arm on an upcoming Verse. If any other enemies survive, you should use some quick Shuraba combos to kill them off quickly to make sure you finish within the Platinum time requirements.



VERSE 4: ALFHEIM PORTAL

	Normal				Hard				Non Stop Climax			
Time	04:36	04:24	04:12	04:00	05:57	05:35	05:13	04:50	03:17	03:05	02:53	02:40
Damage	1,200	800	400	0	1,200	800	400	0	1,200	800	400	0
Combo	2,800	25,536	48,272	116,480	2,700	23,112	43,524	104,760	600	852	1,104	1,860

	Angels
Normal	Spear Applaud (2), Bow Applaud (1), Harmony (4), Grace & Glory, Fearless (1), Fairness (1)
Hard	Burning Affinity (4), Burning Ardor (2), Fairness (2), Joy (3)
Non Stop Climax	Gracious & Glorious (1)

Alfheim Portal

Defeat all the Angels before time expires while executing the required number of Torture Attacks!

Normal	04:50	●●●●
Hard	05:30	●●●●
Non Stop Climax	03:00	●●●●

Normal

Start the battle by Taunting for as long as possible while the first enemies are spawning. Try to do most of your attacking in Witch Time so that you get even more Magic per attack. Use long combos with lots of hits, such as with (Evading out of it near the end so you don't get the Weave attack) and focus all your attacks on one of the Spear Applauds first. Keep attacking it until you have taken its life down as low as you dare before using a Torture Attack to finish it off.

Pick up the Spear and try and lure the remaining Spear Applaud away from the Bow one, and then use the Spear's attack on the enemy. Make sure you cancel out of the attack before it kills the Applaud, and then finish it off with a Torture Attack. Fire off a few quick shots at the Bow Applaud now to keep the Multiplier active, and then move in and use some Shuraba combos to build up enough Magic to finish it off with a Torture Attack.



A group of Harmonies will now spawn at the back of the area, so fire off a few shots with to make sure you keep your Multiplier, then grab the Spear and run over and use the attack, aiming to hit as many of them as possible. One or two should survive the attack, and you should have enough Magic to Torture Attack one of them. You can then use the attack on the Chain-saw to kill off the last one.

Grace & Glory will spawn next, so fire off a few rounds to keep the combo flowing and then immediately run over and pick up the Bow. After entering Witch Time, start to fire off two attacks with the Bow at Grace and then run over and finish it off with a Torture Attack, which should meet the required five. Pick up Grace's Claws and use the attack on Glory for a big boost to your combo score and an easy kill.

Fearless and Fairness are the final enemies in this Verse, and your last chance to get in a Torture Attack if you missed any along the way. There should be enough power left in the Bow for three attacks, so run over and pick it up again and use it on Fearless. This should take its health down enough for you to run in and finish it off with a Torture Attack straight away. With just Fearless left, you can use the usual method of keeping your distance and Evading its Fireball attacks into Witch Time, and then using Launcher combos such as to keep it busy. Once its health is down to about half, you should finish it off with a Torture Attack to save time.

Hard

Start the Verse by Taunting the enemies as they spawn 01. Wait for one of the Affinities to attack you and then Evade into Witch Time and start attacking the Ardor, using a combo. You should be able to build up enough Magic for a Torture Attack just before the end of the Witch Time instance, so use an Evade to cancel the combo animation and then Torture Attack one of the Affinities.

After Evading another attack into Witch Time, use the attack with the Spear Angel Arm. Cancel out of it as soon as you have enough Magic for another Torture Attack and then use that to kill one of your Affinity and get its Angel Arm. Providing you are cancelling out of the attack as soon as you have enough Magic and not doing any additional hits, you should be able to repeat this process twice more before all of the Affinities are dead. After the third Torture Attack, leave the Spear on the ground for now and continue taking the Ardor's health down normally with Shuraba, while in Witch Time, until it is nearly dead, and then finish it off with your fourth Torture Attack.

As soon as that enemy is dead, two Fairnesses and another Burning Ardor will spawn in the centre of the area. Pick the Spear up off the ground and then Evade one of their attacks into Witch Time and use the attack to greatly weaken all three of them. If



you've kept the Multiplier going the whole time, you should have easily scored enough points to reach the Platinum rank, but you should still stick to combos such as **air** with Shuraba, while in Witch Time, to give you a good balance of damage and Magic building. Concentrate on the two Fairnesses first, as they are the more dangerous of the enemies in this wave, and use a Torture Attack to finish off each one, once you have built up enough Magic. Do the same to the Ardor for the seventh and final mandatory Torture Attack.

However, there are still three Joys to get through before the challenge is over but, because all requirements have been met at this point, you should try and kill them as quickly as possible. If you can group them together and then Evade into Witch Time, you should be able to take out the entire group with a single **air** combo. If you missed one of the Torture Attacks early on then you should try and kill one or two of the Joys with a Barrage combo, and then switch to a regular Magic-gaining combo and perform any missing Torture Attacks on the remaining enemies.

Non Stop Climax

Glorious will nearly always spawn on the left hand side, so watch for the angelic symbols and then move to that position and start a **air** combo, ensuring that Glorious gets tripped by the first **air** attack → **02**. This will ensure that it gets hit by all three Bombs, which will do just enough damage to kill it outright.



Pick up the Claw Angel Arm it dropped and then, after Parrying or Evading one of Gracious's attacks, use the **air** attack with the weapon, but cancel out of the Inferno before it kills Gracious → **03**. That one attack should have given you more than enough combo points for the Platinum rank and enough Magic for you to now kill off Gracious with a Torture Attack – the single one you need to complete this challenge.

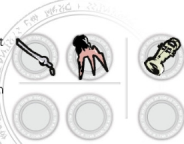
04.19

VERSE 5: STAIRWAY TO PAIN

	Normal				Hard				Non Stop Climax			
	02	03	04	05	02	03	04	05	02	03	04	05
Time	06:40	05:34	04:27	03:20	06:00	05:00	04:00	03:00	06:40	05:34	04:27	03:20
Damage	1,500	1,000	500	0	3,000	2,000	1,000	0	4,500	3,000	1,500	0
Combo	1,200	3,072	4,944	10,560	1,000	2,100	3,200	6,500	800	1,376	1,952	3,680

Normal

You should still have the Trumpet on you from before the Altheim, so, as soon as you see the first pair of Grace & Glory spawn, run up and attack Grace with two **air** attacks from the Trumpet, and then finish it off with a Torture Attack. Pick up the Claws it drops and use their **air** attack to take out Glory. While the next pair are spawning, run over and pick up the Trumpet again and then Evade one of their attacks to enter Witch Time. This should give you enough time to use a **air** attack with the Trumpet on the Grace, before killing it with a Torture



Angels	
Normal	Grace & Glory (2), Spear Affinity (2), Trumpet Affinity (2), Bow Applaud (3)
Hard	Gracious (1), Spear Affinity (2), Trumpet Affinity (2), Bow Applaud (3)
Non Stop Climax	Gracious & Glorious (1), Spear Affinity (2), Trumpet Affinity (2), Bow Applaud (3)

Attack. For the final Glory, you should Evade one of its attacks and then (while in Witch Time) use a **air** combo, followed with **air** combo, and repeat the **air** combo until the enemy is dead, repeatedly relaunching it. → **04**

Carry on up the stairs as quickly as you can, once all of the enemies here are dead, because the Verse is still continuing. When you get near the bridge you will trigger a cutscene, and after that there will be two Spear and two Trumpet Affinities on the bridge. If you run forwards straight past the Spear Affinities you can trigger another scene, which will make the middle section of the bridge collapse and kill the two Trumpet Affinities, saving you some time. This will also cause three Bow Applauds to spawn near the doorway leading out on to the bridge area.

You should have built up enough Magic in the last part of the fight for you to use a Torture Attack on a nearby Spear Affinity to get its weapon. Run to where the three Applauds are with the Spear and use a ♡ attack on the group to hit as many as you can. After this attack the Applauds should have very little health, so finish off two of them with Shuraba combos and then use a Torture Attack on the last one. Leave the Bow on the floor until you have killed the last Affinity, if it is not already dead, and then come back and pick it up before jumping over the gap in the bridge to end the Verse.

Hard

As soon as Gracious has finished spawning, use four ♡ attacks with the Bow Angel Arm to kill it quickly from a safe distance. Next, pick up the Angel Arm and carry on up the stairs quickly towards the bridge. After triggering the Bridge collapse, position yourself between the Spear Affinities and the Bow Applauds and then use a ♡ with your Angel Arm. While this attack is not quite as powerful as the Inferno with Gracious's Angel Arm, it does have a larger radius, so should easily kill both Affinities and damage all the Applauds. Once the attack has ended, kill off the Applauds as normal, pick up the Bow Angel Arm and then continue to the next Verse.



Non Stop Climax

Wait for both Gracious & Glorious to finish spawning, so that you can clearly identify Glorious, and then use ♡ attacks with the Bow to kill it first so that it drops its Claw Angel Arm. Use the single remaining ♡ shot with the Bow on Gracious and then Torture Attack it. While it is still recovering from the Torture Attack, use a quick ♡ combo to kill it before it gets up, and then pick up the Angel Arm that Glorious dropped and head to the next group of enemies.



Trigger the Bridge breaking scene as usual to get rid of the two Trumpet Affinities and then run back to the start of the bridge, where the three Bow Applauds are spawning, and begin charging the ♡ attack with the Claw Angel Arm → □ 01. The small charge should make the attack last long enough for you to kill all three of these enemies straight away. You can then kill off the two Spear Affinities however you like, pick up the Bow Angel Arm that should have dropped and then Jump over the gap to end the Verse.



VERSE 6: MOTHERLY LOVE

	Normal				Hard				Non Stop Climax			
Time	03:40	03:04	02:27	01:50	04:40	03:54	03:07	02:20	04:20	03:37	02:54	02:10
Damage	1,500	1,000	500	0	3,000	2,000	1,000	0	4,500	3,000	1,500	0
Combo	1,900	9,120	16,340	38,000	2,100	11,802	21,504	50,610	1,400	4,340	7,280	16,100

Normal, Hard & Non Stop Climax

During this verse you must protect Cereza from enemy attacks, so try and fight as far away from her as you can, and don't allow the enemies to get near her. If you equip the Gaze of Despair accessory, the enraged enemies should only come after you, leaving Cereza relatively safe. Although there are a total of fifteen Affinities to fight here, you do not fight them all at once; the first two waves will come three at a time, then a wave of four and finally a wave of five, before the Applaud spawns. To kill off the first wave, all it takes is a single ♡ attack with the Bow (which you brought with you from the previous Verse) on each enemy → □ 02. This will also kick-start your combo Multiplier. Wait for the second wave to spawn, and then kill two of them off with the



Angels	
Normal, Hard & Non Stop Climax	Spear Affinity (15), Spear Applaud (1)

remaining shots in your Bow. Use some Shuraba combos on the final enemy to build up some Magic.

As soon as the next wave spawns, run up and use a Torture Attack to take out one of them, and then try to group up the other three and use the ♡ attack with the Spear to kill them. You can do the same thing with the final wave of five Affinities, but it can be awkward to get all of them close enough to kill them with one Spear attack, so you may need to Torture Attack another one and use its Spear to take out the remaining enemies. Once all of the Affinities have been killed, a lone Spear Applaud will spawn. This is the perfect enemy for you to kill with regular Shuraba combos to replenish some of your Magic.

VERSE 7: ESCORT THE CHILD

	Normal				Hard				Non Stop Climax			
Time	04:00	03:20	02:40	02:00	04:40	03:54	03:07	02:20	04:20	03:37	02:54	02:10
Damage	1,500	1,000	500	0	3,000	2,000	1,000	0	4,500	3,000	1,500	0
Combo	700	1,092	1,484	2,660	700	1,092	1,484	2,660	500	650	800	1,250

Angels	
Normal, Hard & Non Stop Climax	Spear Affinity (5), Beloved (1)

Normal, Hard & Non Stop Climax

You have to protect Cereza again in this Verse, and things are made more difficult by the fact that the enemies are on an alternative plane and you cannot harm them directly. You will need to rely on environmental objects to do the damage for you. Luckily, a handy lamp post gets struck by lightning just after three Spear Affinities spawn, which you can then pick up and use as a makeshift weapon. Your movement and attack speed are very slow with the lamppost, so make sure there is a bit of distance between you and the enemy before they attack. You will also drop the lamp post if you Evade, which will cost you more time, as you'll have to go and pick it up again. You can, however, still Parry while you are holding the lamp post.



Use attacks with the lamp post (which consists of a three-hit combo) to engage the Affinities → 03. It only takes two hits to kill one of the enemies, so try to avoid doing the third swing unless you need to in order to save time. Once the first three are dead, two more will spawn near the gate at the back of the area. Wait for them to come towards you and start attacking them when they are at the max range of the lamppost to ensure Cereza's safety. The lamp post attacks should also give you enough combo points so that, on these enemies alone, you are able to earn the required amount for a Platinum rank.

With all of the Affinities taken care of, you can proceed up to the gate and use a couple of Shuraba combos to destroy it, giving access to the tunnel ahead. After you have walked a short distance into the tunnel, a Beloved will come crashing into the area in an attempt to capture Cereza. The enemy will begin to move towards you while crashing through walls, and your only option, if you want to save Cereza and yourself, is to attempt to run away from it. Luckily there are plenty of lamp posts and large bins in the tunnel, which you can use to Stagger the beast and slow its progress if it starts to get too close. → 04

To hamper your progress through the tunnel even further, there are more gates placed at intervals along it, which you'll need to destroy to continue. A quick Stiletto with Shuraba is usually the best choice for this, as one hit will get the job done, and you can do it as soon as the gate comes into view, since the attack has great range. Once you make it safely out of the other end of the tunnel, the Beloved's progress will be halted for good by the thick stone wall and the Verse will end. → 05

04:20



VERSE 8: ANGEL CRUSH

	Normal				Hard				Non Stop Climax			
Time	04:40	03:54	03:07	02:20	07:20	06:07	04:54	03:40	05:20	04:27	03:34	02:40
Damage	1,500	1,000	500	0	3,000	2,000	1,000	0	4,500	3,000	1,500	0
Combo	1,100	2,552	4,004	8,360	800	1,376	1,952	3,680	700	1,092	1,464	2,860

Angels

Normal, Hard & Non Stop Climax

Fairness (1), Fearless (1), Beloved (1)

Normal, Hard & Non Stop Climax

With such a low combo requirement you might think this an easy Verse to get a Platinum rank on but, with so few enemies and no Angel Arms around, it can actually be quite difficult. When fighting Fearless and Fairness at the beginning of the Verse, you need to ensure that you keep the Multiplier active at all times to get the maximum points. This is made even more difficult due to your having to protect Cereza at the same time.



As usual, Fearless should be the first enemy you try to take down. A Witch Twist with Shuraba is a good attack to begin the fight with, as this will knock it off its feet. You can then follow up with **air** combo for some additional damage, but keep a close on Fearless as it will probably start using its Fireball attacks around this time, so Evade/Parry them as needed. Try and land a couple of high-scoring ground combos, such as a Barrage combo or in between Launchers, until you've beaten Fearless down to low health, then finish it off with a Torture Attack.
→□ 01

There isn't much time to use the tactics involving Fairness's Fireball attacks in this Verse. You need to get straight in and attack it in the same way you did with Fearless. If you manage to build up enough Magic then you should try and finish Fairness off with a Torture Attack to get the most combo points possible. When Fairness has been defeated, run quickly down the path towards the struggling Beloved and it will begin to rain Fireballs down on to the area from above →□ 02. The area that the Fireballs will hit is clearly marked on the ground, so make sure you run and Evade around them as needed until they stop, at which time the Beloved will crash through the wall and you can fight it properly.

This Giant version of a Beloved has all of the attacks of its smaller cousins, as well as the ability to rain down Fireballs. The Fireball attack is clearly telegraphed by the Beloved standing still and glowing with its arms outstretched, so whenever you see this you know the attack is coming. The Fireballs can also damage the Beloved if they happen to hit it during the course of the attack. Whilst you might think this is a good thing, you actually need to land every last hit possible to make sure you reach the combo requirement. To avoid it doing too much damage to itself with this attack, you should move as far away from it as possible when it begins, as the Fireballs tend to home in on your position.

Jumping up and attacking the Beloved's weak spot on its back is still the best method of dealing with this enemy and so you should use combos such as **air** with Shuraba for a good mix of damage and combo points →□ 03. If you find a large enough window for an air Barrage Switch combo, this will also be extremely effective. As with the previous fight, it's very important that you try and keep your Multiplier, so even if you are Evading the Fireball attack you should get in a quick shot every now and then to keep it going. Once you've taken down all its health, it will collapse on the floor for you to run and finish it off with a Climax attack.



VERSE 9: DOPPELGÄNGER

	Normal				Hard				Non Stop Climax			
Time	04:40	03:54	03:07	02:20	05:00	04:10	03:20	02:30	04:00	03:20	02:40	02:00
Damage	1,500	1,000	500	0	3,000	2,000	1,000	0	4,500	3,000	1,500	0
Combo	500	650	800	1,250	600	852	1,104	1,860	300	336	372	480

Angels

Normal, Hard & Non Stop Climax

Fake Bayonetta (1), Joy (1)

Normal, Hard & Non Stop Climax

The hardest part of this Verse is actually the beginning, before any of the fighting even takes place, as you have to navigate your way safely and quickly down a long tunnel while the Fake Bayonetta tries to slow you down with Shot traps →□ 04. The traps are not in a preset pattern, and will react to where you are at the point you trigger them. If you are going for a Platinum rank you cannot afford to take a single hit so, if one of the traps does hit, you will need to exit back to the title screen so that you can retry the Verse. If you are too slow in making it to the other end of the tunnel, the Fake Bayonetta will fly off with Cereza and it will be game over.

Start by transforming into the Panther and begin running down the tunnel. At first, the traps tend to adopt a column pattern, so focus more on Evading to the side when you see one begin to appear in front of you. In the middle of the tunnel the traps are usually more horizontal, so if you are running along some well timed diagonal jumps can cover a few possibilities, but

you should always keep your finger on the Evade button, just in case →□ 05. Near the end of the tunnel the lasers will form a cross and begin to spin around the area, so you will need to try and time your advance to make it through the gap, or use a well timed Evade.

Once you've cleared the tunnel, follow the Fake Bayonetta as quickly as you can into the building to trigger a cutscene, after which it will finally be time to fight the impostor. The Fake has nearly all the same moves as Joy, so you should treat the fight exactly the same. Use a lot of  combos, since this enemy will often avoid or Parry your longer combos. Barrage Switch combos, however, can still be quite effective as its nearly impossible for the enemy to avoid all of the hits. →□ 06

On Non Stop Climax you should equip the Evil Harvest Rosary to gain some extra damage whenever you Evade. Also, you should try to use tripping combos, such as , to keep the enemy under control. As the combo is quite long, there is a strong chance the enemy will try to attack. Be ready to Evade with a Dodge Offset so that you can continue the combo. Once you have taken down all of the impostor's health, it will reveal its true identity as a Joy, and you will have to kill it for good this time →□ 07. If you have enough Magic at this point, you should only need to land a few good hits before its health is low enough for it to be finished off with a Torture Attack.



CHAPTER VIII ROUTE 666

Highway

VERSE 01
and 60 seconds per verse

VERSE 02
and 60 seconds per verse

VERSE 03
and 60 seconds per verse

VERSE 05
and 60 seconds per verse

VERSE 04
and 60 seconds per verse

VERSE 1: VIGRID HIGHWAY

	Normal				Hard				Non Stop Climax			
Time	05:00	04:10	03:20	02:30	05:20	04:27	03:34	02:40	04:40	03:54	03:07	02:20
Damage	1,500	1,000	500	0	3,000	2,000	1,000	0	4,500	3,000	1,500	0
Combo	1,000	2,100	3,200	6,500	900	1,710	2,520	4,950	400	480	560	800

Angels	
Normal	Trumpet Affinity (5), Spear Applaud (1), Ardor (1)
Hard & Non Stop Climax	Trumpet Affinity (5), Spear Applaud (1), Burning Ardor (1)

Normal

At the beginning of this Verse you find yourself on the top of a container, being driven along a highway by a truck. Directly in front of you there is an Ardor together with a Spear Applaud. Surrounding the truck are various other vehicles, five of which have Trumpet Affinities on them. You should focus your attention on the Ardor and Applaud first, while listening out for the audio cues from the Affinities so that you can Evade their attacks. Use Shuraba combos on the Applaud until you have enough Magic to finish it off with a Torture Attack and then, after entering Witch Time, use the  attack with the Spear it dropped to severely damage the Ardor  01. If you have enough Magic at this time you can choose to finish off the Ardor with a Torture Attack, or simply just continue using Shuraba.

With the main threat out of the way it's time to deal with the Affinities. When jumping between vehicles, make sure that you can see the glowing symbol beneath Bayonetta when she jumps. Watch out for it on the roof of the car you are attempting to land on to ensure that you hit the mark. Any missed jump will result in



you falling to the road and taking damage, which will cost you the Platinum rank. To minimise this risk, you are advised to bring the enemies to you, where possible, using the Snare with Kulshedra.

Start by walking to the front of the truck and lock on to the Affinity on the car ahead. Use a Snare to bring it to you and then switch to Shuraba to finish it off  02. Once that enemy has been killed, do the same thing for the Affinity on the black car between the two trucks. The Affinity on the tanker truck to the far side is out of Kulshedra's range from the container truck, so you will need to do a single jump on to the roof of the red car to the side, so that the Snare can reach it. When you've Snared it, switch to Shuraba as usual to finish it off, then jump back up to the container truck.

The last two Affinities at the back are also out of range, so you'll need to do a single jump on to the roof of the green car before you can pull them in. Grab the first one and kill it with a Torture Attack, but do not pick the Trumpet up until you have used a Snare to pull the last Affinity towards you. As soon as it's on the car, pick up the Trumpet and then use a Tetsuzanko to send the last Affinity flying off the car, which will kill it as soon as it touches the road.

Hard & Non Stop Climax

To avoid having to get up close and deal with the Burning Ardor, you should equip Kilgore and fire at it from the other end of the container. The blasts should be big enough to also keep the Spear Applaud Staggered. You'll have a wide field of vision over the area from this position, so you can keep an eye on the Trumpet Affinities as well as listen out for the audio cue for their attacks, so that you know when to Evade or Parry.

The rest of the fight plays out exactly as it did on Normal, so switch to Kulshedra and use Snares to pull the Affinities in and kill them off with Shuraba, remembering to Torture Attack the penultimate one to take the Trumpet Angel Arm into the next Verse. You can try killing the Affinities by focusing on Parrying their Energy Ball attacks back at them, or by firing at them with Kilgore but, because of the constantly moving vehicles, this can be rather unpredictable and may cost you the Platinum Time rank.

VERSE 2: PLAYING IN TRAFFIC

	Normal				Hard				Non Stop Climax			
Time	04:40	03:54	03:07	02:20	08:40	07:14	05:47	04:20	07:40	06:24	05:07	03:50
Damage	1,500	1,000	500	0	3,000	2,000	1,000	0	4,500	3,000	1,500	0
Combo	800	1,376	1,952	3,680	1,000	2,100	3,200	6,500	700	1,092	1,464	2,860

Angels	
Normal	Joy (3)
Hard & Non Stop Climax	Glorious (1), Gracious (2)

Normal

During this Verse you will have to contend with a heavy flow of oncoming traffic while you attempt to do battle with three Joys. As soon as you can, move to the very inside emergency lane near the barrier, as no cars will ever come down here. Try and do as much of the Verse as possible while in this lane, by luring the enemies over to you. If the enemies are not cooperating, however, you may have to venture out into traffic.

If you have enough Magic you should run up and Torture Attack one of the Joys straight away and then finish it off with a quick Tetsuzanko. Next, run over to the emergency lane where you will be safe and try to get a single ♣ attack with the Trumpet on each of the remaining Joys. If you can line up both of the remaining Joys it will be possible to kill them both with a well-aimed ♣ attack with the Trumpet. This attack is quite slow, however, so you may need to try and enter Witch Time to be able to land it. If either one survives, simply finish it off with a few regular hits.

If you lack the Magic to use a Torture Attack at the start, you can just use the strategy in reverse. Use a ♣ attack on two of the Joys first and then you can try and line up all three, so that they get hit with the ♣ attack. First, finish off with Shuraba whichever Joy has the least health, by which time you should have enough Magic to Torture Attack the one with the highest remaining health.

Hard & Non Stop Climax

You should have no trouble luring these aggressive enemies into the emergency lane, so make sure you head over there as quickly as possible to get out of the traffic. Once there, use a single ♣ attack with the Trumpet Angel Arm on a Gracious and then use the two remaining ♣ attacks on Glorious, followed by an immediate Torture Attack. Pick up the Claw Angel Arm and wait for both Graciouses to be close to each other and then use the ♣ Inferno attack to finish them both off and score enough points for the Platinum combo rank.

If the enemies are not in an ideal position for you to hit both of them with the Inferno, make sure that the attack at least kills one of them outright so that, afterwards, you only have one enemy to worry about. Once it's on its own you can slow the pace down and use Parries to Stagger the enemy and get your jumps in until it is dead.

VERSE 3: VROOM!

	Normal				Hard				Non Stop Climax			
Time	07:00	05:50	04:40	03:30	07:20	06:07	04:54	03:40	09:00	07:30	06:00	04:30
Damage	1,500	1,000	500	0	3,000	2,000	1,000	0	4,500	3,000	1,500	0
Combo	0	0	0	30	0	0	0	110	0	0	0	30

Angels	
Normal, Hard & Non Stop Climax	Trumpet Affinity (x), Spear Applaud (x), Joy (x), Irenic (x), Beloved (5)

Normal, Hard & Non Stop Climax

For this Verse you will be driving along a circular section of highway on a witch-power-infused motorbike, and your goal is to complete one full lap of the circuit. Along the road you pass through two tunnels and two bridge sections, so you can use these to track your progress. Start a short distance from the first tunnel. A lap is considered complete when you make it past the second bridge. When you are going through the tunnels, the emergency barriers get triggered as you approach, so make sure you are going at full speed and Evade, if necessary, to make it safely underneath them as they close.

When you approach the bridges you will have the option of driving up the large support beam, just to the right of the road. Taking this route will allow you to avoid the traffic and enemies on the bridge, but you will end up in the wrong lane on the other side, driving into oncoming traffic. Make sure you get back to the correct side of the road as quickly as you can by jumping through the barrier. In between each tunnel and bridge there is also a ramp off to a section of the highway that is still under construction. These areas are indicated by a long row of traffic cones along the right-hand side of the road, and although slightly longer than the section of highway they bypass, they are devoid of any traffic or enemies, so you can travel down them at full speed.

It is the heavy volume of traffic that will be the main factor in slowing you down. Try to avoid hitting any of the other vehicles, because, although it won't damage you, it does slow you down

considerably. You can destroy all the normal cars, but the ensuing explosion will often obscure your view and cause more trouble than it's worth, so it's best to avoid this where possible. The only weapon available to you is your trusty handgun, accessed by pressing any of the attack buttons, but that is more than enough to deal with the enemies during this Verse.

Apart from all the normal traffic getting in your way and slowing you down, you will also have to contend with various Angels that you will run into periodically. Trumpet Affinities and Joys will normally be found on the tops of cars using their normal attacks. These are very easy to avoid, and they only take a couple of shots from your gun to kill. The Spear Applauds have com-



deered flatbed trucks from which they constantly throw small exploding barrels at you. The unpredictable nature of how these barrels bounce can make them tricky to avoid, so make sure you slow down a bit and take out these enemies as soon as you see them.

Irenic, the angelic car, is easily distinguished from the other cars, so try and pick it out in the traffic ahead and take it out early with a few shots from your gun. It attacks by dropping small bombs, which act very like the barrels the Applauds use, so treat them in the same manner. Beloveds, thankfully, are confined to the two bridge areas along the road. While you could avoid them by using the support beams, they are actually a good source of combo points. →□ 01

Since the only goal is to complete a lap of the circuit, you should always be trying to go as fast as possible when driving, slowing down only when you need to shoot an enemy. You'll need to shoot nearly everything you come across, however, as gaining combo points or keeping a combo going are very difficult during this Verse, since you will only get a single point for each hit landed. As most enemies die in only a couple of hits, the best place to make up your Platinum combo requirement is via the Beloveds on the bridges, so make sure you take advantage of those when you get to them. However, once you are sure you have reached the required number, you should just avoid everything you can and drive as fast as possible to the finishing line.

VERSE 4: SECOND PASS

	Normal				Hard				Non Stop Climax			
	01	02	03	04	01	02	03	04	01	02	03	04
Time	08:20	06:57	05:34	04:10	10:00	08:20	06:40	05:00	10:00	08:20	06:40	05:00
Damage	1,500	1,000	500	0	3,000	2,000	1,000	0	4,500	3,000	1,500	0
Combo	0	0	0	30	0	0	0	110	0	0	0	110

Normal, Hard & Non Stop Climax

You must now complete another circuit of the highway to complete this Verse and at first everything appears the same, but there are a few changes along the way to try and trip you up. After a short while you will start to see sections of the highway begin to collapse ahead of you. These sections will end up forming makeshift ramps that you'll need to drive up. Make sure to slow down and align yourself properly to make it to the next section, or you risk ending up in the ocean.

Soon after making it through the second tunnel, the entire highway will begin to collapse into the ocean below, so to get through safely, make sure you move over as far right as you can onto the off-ramp when this happens →□ 02. You won't be safe on this section this time round however, as they too are collapsing in places and, because of the angles that are formed by the road sections, it can be very difficult to see where you'll be landing. Use the curvature of the road as an indication of the approach angle you should take when approaching one of these sections, and make sure that you have enough speed to make it over.

After completing that section, you will be back on the main highway and quickly approaching the second bridge. As you get closer to it you will see a giant Beloved rear up and smash through the highway, leaving you with nowhere to go other than up the

Angels	
Normal, Hard & Non Stop Climax	Trumpet Affinity (x), Spear Applaud (x), Joy (x), Irenic (x), Beloved (2)



support beam on the right hand side. When driving up the support beam, make sure to keep in the middle of the flat area at all times so that you don't lose grip and fall into the ocean. Once you make it to the other side of the bridge you will have to complete a QTE as Bayonetta drives up the tanker truck by pressing +X to complete the Verse. 04. 21

VERSE 5: STREET FIGHT

	Normal				Hard				Non Stop Climax			
Time	02:40	02:14	01:47	01:20	02:00	01:50	01:40	01:30	03:40	03:04	02:27	01:50
Damage	1,500	1,000	500	0	3,000	2,000	1,000	0	4,500	3,000	1,500	0
Combo	400	480	560	800	600	852	1,104	1,860	300	336	372	480

Angels	
Normal, Hard & Non Stop Climax	Brave (3)

Normal, Hard & Non Stop Climax

As soon as this Verse starts, one of the Braves will attack you, so make sure you Evade straight away →□ 01. Braves are basically smaller versions of Beloveds and have many of the same attacks, so you can fight them using similar tactics but without the need to use mid-air combos. They are highly susceptible to Tetsuzankos, so using this move many times in quick succession can wipe out the entire group very quickly. Doing so will cost you large number of Combo Points however, so only use multiples of them as a last resort or to get through the battle quickly. As this Verse takes place in permanent Witch Time, you will have to be a bit more careful on Normal and Hard difficulty levels, as you will not have normal Witch Time available to you after a timed Evade.

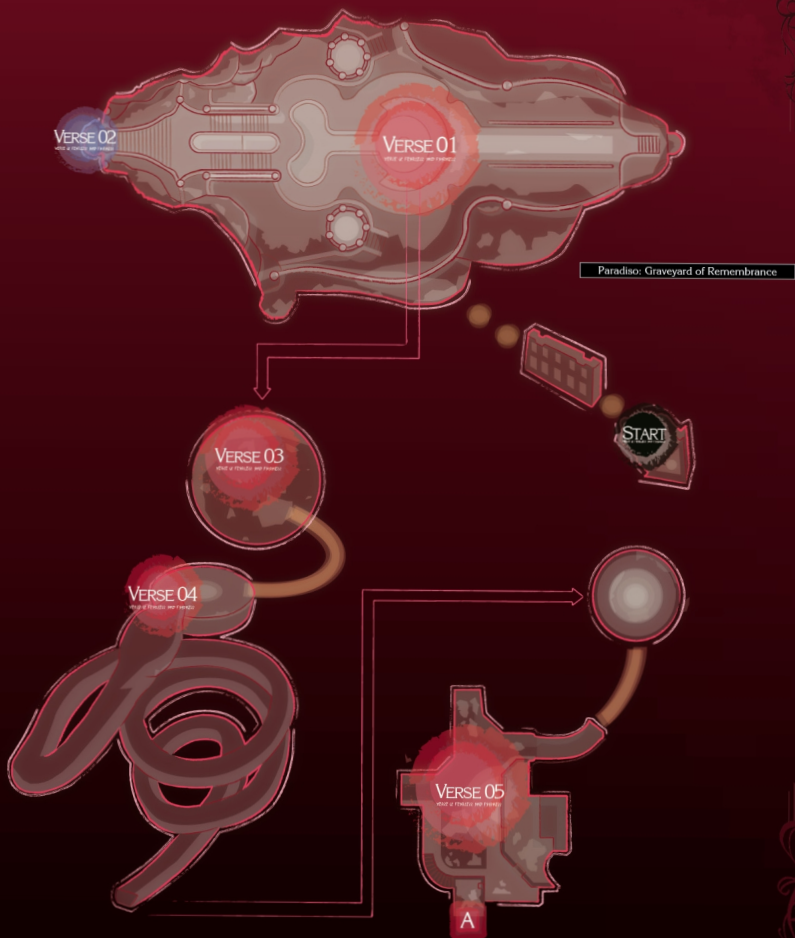
Use a single Tetsuzanko at the start of the battle to weaken one of the Braves, follow with a Witch Twist with Shuraba and then finish it off quickly with regular attacks →□ 02. The first Brave you kill will always drop its Angel Arm, so pick up the weapon and move in close to the remaining Braves and then use the attack with it. One full clean hit with this weapon is enough to kill

a Brave, so use the second attack to kill the last one and you should easily score enough Combo Points for the Platinum rank.

If you see the Braves begin to shine and strike a pose, it means they are attempting to use their Fusion technique, which allows all three of them to join up and form a single, larger and more powerful version of themselves →□ 03. To prevent this, you need to move in and start attacking them as quickly as you can before they can combine. If you are unable to stop them, you will have to finish off the bigger and more dangerous Brave in the same way that you would a Beloved, and any damage you inflicted on the small Braves beforehand will be lost, as the larger version starts with a full life bar.



PARADISO: A REMEMBRANCE OF TIME





VERSE 1: FIRST KEY

	Normal				Hard				Non Stop Climax			
Time	02:40	02:14	01:47	01:20	03:00	02:30	02:00	01:30	02:40	02:14	01:47	01:20
Damage	1,500	1,000	500	0	3,000	2,000	1,000	0	4,500	3,000	1,500	0
Combo	900	1,710	2,520	4,950	900	1,710	2,520	4,950	700	1,092	1,484	2,660

Angels	
Normal	Horn Affinity (2), Ardur (1)
Hard & Non Stop Climax	Spear Affinity (1), Flail Affinity (1), Horn Affinity (2), Burning Ardur (1)

Normal

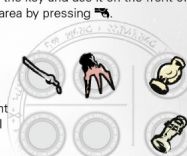
The Ardur in this Verse has given up its usual Sword and is using a key that you require to move on to the next section and, as always, the only way of getting this key is to defeat him. Luckily, it still uses all the same attacks with the makeshift weapon, so there are no new attacks to worry about. With it are two Horn Affinities, which should be the first enemies you take out, as their attacks will often inflict heavy damage to the other Angels, costing you valuable Combo Points.



Run up and Torture Attack one of the Affinities straight away before it can attack, and then pick up and use the attack with the Horn. This move should almost kill both of the remaining enemies, so finish them off with some regular combos. Once they have all been defeated, pick up the key and use it on the front of the statue in the centre of the area by pressing .

Hard & Non Stop Climax

Use a Torture Attack on the Spear Affinity once it has spawned, and then use a attack with its Angel Arm straight away while the enemies are still close together. As soon as that attack is over, use another Torture Attack on one of the Horn Affinities, and then use the Horn's attack. Those two attacks combined should have been enough to kill off most of the enemies, with only the Ardur likely to survive. If it did survive, quickly use a combo to finish it off.



VERSE 2: ALFHEIM PORTAL

	Normal				Hard				Non Stop Climax			
Time	02:53	02:45	02:38	02:30	04:55	04:36	04:18	04:00	03:41	03:27	03:14	03:00
Damage	1,200	800	400	0	1,200	800	400	0	1,200	800	400	0
Combo	2,600	20,852	39,104	93,860	3,500	47,600	91,700	224,000	1,600	5,952	10,304	23,360

Alfheim Portal



Defeat all the Angels before the time runs out! You must be out of body to defeat the enemies!

Normal	03:00	
Hard	04:30	
Non Stop Climax	03:20	

Normal

During this Alfheim all the enemies are on the spirit plane, so you won't be able to damage them in any way unless you switch planes yourself. To do this, press at any time to create an energy dome in which Bayonetta leaves her physical body. As her physical body is left stationary once you have done this, it will be wide open to enemy attacks, which can damage the barrier if they attack it. Making sure you keep the enemies well away from your body to prevent it from being attacked is the key to completing this Alfheim successfully.



Angels	
Normal	Spear Affinity (7), Flail Affinity (6), Trumpet Affinity (5), Spear Applaud (1), Ardur (1)
Hard	Spear Affinity (9), Flail Affinity (3), Trumpet Affinity (7), Spear Applaud (1), Bow Applaud (1), Ardur (2)
Non Stop Climax	Spear Affinity (3), Flail Affinity (7), Trumpet Affinity (2), Spear Applaud (1), Bow Applaud (1), Ardur (1)

You will have to rely heavily on Angel Arms, particularly the Spear, since it will allow you to cover an extremely large area and will also help in gaining Combo Points and Magic. One of each type of Affinity will spawn, along with a Spear Applaud, and you should enter the spirit plane immediately while they are spawning. Run up and start attacking the Applaud while keeping an eye on the other enemies and, if you notice one of them wandering too close to your body, break off your attack and engage it. Listen out for the audio cues from the Trumpet Affinities and try and stay (as much as possible) between them and your body so that you can enter Witch Time and reflect their attack back so that it doesn't hit your body.

Try not to kill off any of the Affinities, however, until you have built up enough Magic to Torture Attack the Applaud. As soon as the Applaud is dead, another Affinity will spawn in one of the back corners near the bridge, so run towards it and then use the attack on the Spear as soon as you think it will be within

range of the attack. The other Affinities should also be caught in the radius and will hopefully be taken out. As each Affinity dies, another will spawn in to take its place in one of the four corners, so make sure you always try to first take out the ones that spawn at the back closest to your body.

Now would be a good time to clear out some of the Trumpet Affinities, and an excellent method of doing this very quickly is to Torture Attack one of them and then use the Trumpet's ♠ attack to kill the others. If you are able to line a couple of enemies up and are in Witch Time, you should use the ♠ attack to take out a group of them. Use some regular combos to get some Magic back as quickly as you can, and then Torture Attack one of the Spear Affinities and use the Spear ♠ attack to continue the combo. If there isn't a Spear Affinity around, then a Flail one can work fairly well, although you should make sure to only carry out the ♠ attack, because the ♠ one does not Stagger enemies as well as the Spear's ♠, and will often leave you and your body open to attack.

After you have killed enough Affinities, the Ardor will spawn in, usually near the centre of the area. This is when the Flail really comes into its own, as the ♠ attack can decimate the Ardor in next to no time, so if you have the Magic available, make sure to try and get one from one of the Affinities to eliminate this tough enemy quickly. By the time the big guy is out of the way there should only be a couple of Affinities left, so once you have enough Magic, Torture Attack one of them and use its weapon to finish off the rest. Because of the heavy reliance on Angel Arms and the number of enemies, you can rack up a very large combo easily during this Alheim, making it an excellent place to farm Halos if you ever need any.

Hard

Leave your body as soon as the battle starts, and run to the other side of the area and begin Taunting to build up Magic. Use some quick hits to increase your Magic, and then Torture Attack one of the Spear Affinities. Pick up the Angel Arm and use the ♠ attack with it from a position where it will kill the two Trumpet Affinities.



If that first attack looks like it will also kill off the Spear Applaud, make sure you cancel out of it, because you'll need to kill that enemy with a Torture Attack to use the Spear straight away on the second wave of enemies. If there are still any Affinities left alive from the first group, kill them with normal strikes to build up your Magic and then, as soon as you see the Bow Applaud spawn from the second group, use the ♠ attack with the Spear Angel Arm to kill it quickly.

You should always make killing the Bow Applaud your first priority, as its attacks have a long range and a wide attack radius and can easily hit your prone body. The Bow Applaud should always drop its Angel Arm, but leave it on the ground for now and use another Torture Attack on one of the Spear Affinities and use the ♠ attack with the Spear to kill off some of the other enemies.

Killing them off should have caused the first Ardor to spawn, so pick up the Bow Angel Arm and use all the ♠ attacks you have with it to kill the Ardor straight away. If you've kept the Multiplier going the whole time, you should have well surpassed the Platinum combo requirement. Use another Torture Attack on one of the Spear Affinities and use the ♠ attack with the Spear to clear out some of the other Affinities causing the second Ardor to spawn. Torture Attack one of the Flail Affinities this time, and



then try and line up the Ardor and a couple of the other Affinities to hit a group of them with the Flail's ♠ attack. Use the second Flail ♠ attack on the Ardor, and then Torture Attack the nearest Affinity left alive and use its Angel Arm to finish off the Ardor and any remaining Affinities.

Non Stop Climax

The enemy groups on this difficulty are much smaller, so you won't have to worry about trying to control them without Witch Time. This does, however, make gaining Magic somewhat more difficult. Go out of body as soon as the battle starts, attack the Spear Applaud with some weak combos to build up your Magic, and then kill it with a Torture Attack → 01. Try to avoid hitting the two Flail Affinities too much beforehand, so that when you use the Spear's ♠ attack you can get quite a few hits in to build up your Magic again while killing them off.



Torture Attack one of the Trumpet Affinities that spawn next, and use ♠ attacks with the Trumpet to kill off the other two Affinities in this group → 02. That should still leave you with enough power in the Angel Arm to use a ♠ attack on the Bow Applaud that spawns once those Affinities are dead. The Bow Applaud should drop its Angel Arm, so pick up the Bow and then use ♠ attacks to kill the remaining two Affinities in this group, along with the single Flail Affinity that spawns afterwards.

Once that enemy is dead, the final group will spawn, so use the final two ♠ attacks with the Bow on the Ardor. That should Stagger it for long enough for you to Torture Attack one of the Flail Affinities to get the Flail, and then use its ♠ attacks to finish off the Ardor. Try and lure the remaining couple of Affinities close to the Ardor before you kill it so that you can kill them at the same time. If they survive, then use Shuraba to kill them off and complete the Verse.

VERSE 3: SECOND KEY

	Normal				Hard				Non Stop Climax			
Time	02:40	02:14	01:47	01:20	04:00	03:20	02:40	02:00	03:20	02:47	02:14	01:40
Damage	1,500	1,000	500	0	3,000	2,000	1,000	0	4,500	3,000	1,500	0
Combo	700	1,092	1,484	2,660	800	1,376	1,952	3,680	600	852	1,104	1,860

Normal

This time it is the Applaud's turn to wield the key and, as such, will use the same attacks as the Ardor, so look for those cues rather than its usual Spear ones. As you will have full Magic from completing the Altheim, you can end this Verse nice and quickly for a Platinum rank. Simply Torture Attack one of the Spear Affinities and then use the  attack with its weapon. Owing to the small area, you should be able to hit and very likely kill all the other enemies with this one attack. Anything that survives should be almost dead, so just finish it off with a few normal hits. Once they are all dead, pick up the key and then run to the underside of the sphere. Use the key once again on the front of the statue to end the Verse.



Angels	
Normal	Spear Affinity (2), Flail Affinity (1), Applaud (1)
Hard & Non Stop Climax	Spear Affinity (1), Flail Affinity (1), Spear Applaud (1), Applaud (1)

Hard & Non Stop Climax

The only difference between these difficulty levels and Normal for this Verse is that one of the Spear Affinities has been replaced with a Spear Applaud. This doesn't actually make any difference to the way you handle it, however, as you can still easily kill the extra Applaud with a Torture Attack and then use its Spear's  attack instead of one of Affinity's.



VERSE 4: ROLLING DANGER

	Normal				Hard				Non Stop Climax			
Time	03:00	02:30	02:00	01:30	02:40	02:14	01:47	01:20	02:40	02:14	01:47	01:20
Damage	1,500	1,000	500	0	3,000	2,000	1,000	0	4,500	3,000	1,500	0
Combo	300	336	372	480	400	480	560	800	300	336	372	480

Normal, Hard & Non Stop Climax

As soon as this Verse starts, a Golem will drop in behind you and immediately start rolling towards you down the winding snake path. If the Golem hits you at any point, it will knock you off the narrow path. Then an Inspired will fly up and devour you to finish you off and it will be game over. If you are going for a Platinum rank in the Chapter, then this small window between the Golem hit and Inspired's attack will be a life-saver, as you can quickly pause the game and quit back out to the title screen. Simply reload your game and you should find yourself at the top of the path again as if nothing had happened.



As you make your way down the path, you will have the additional threat of constant Angelic Lightning to contend with. Being hit with this at any time will bring you to a complete stop, which will allow the Golem to close ground fast, so Evade this at all costs. There is also a small number of enemies scattered along the path and, while the low Platinum combo requirement may make it seem like an easy task, when you have the constant threat of the Golem crushing you, you'll find there will be precious little time to kill off all the enemies and get enough points for the top rank.

Angels	
Normal, Hard & Non Stop Climax	Spear Affinity (7)

To give yourself more time, make sure you have Kulshedra equipped before you start down the path, and then change into the Panther straight away and run as fast as you can down to the first enemy. Jump up and use a Snare to pull the Affinity up towards you, and then use a Jump Cancel and Snare him up again. This time, do a double Jump from the Jump Cancel to gain enough height, and then transform into the Crow or switch to Shuraba quickly and do an . This allows you to stay up high until the Golem rolls safely below you.

Now the only thing you'll have to worry about on the walk down the path is the lightning. Continue making your way down the path, Evading the lightning as it comes and taking out the Affinities with some quick combos. If you want to score some extra points, you can Torture Attack one of the Affinities and then use the Spear's  attack when you get to either the group of two or three Affinities to take them out for a nice Combo Point bonus. Once you reach the end of the Path you will be prompted to hit  to clear the gap and complete the Verse.

VERSE 5: TURN THE CRANK

	Normal				Hard				Non Stop Climax			
Time	05:00	04:10	03:20	02:30	13:20	11:07	08:54	06:40	06:40	05:34	04:27	03:20
Damage	1,500	1,000	500	0	3,000	2,000	1,000	0	4,500	3,000	1,500	0
Combo	800	1,376	1,952	3,680	800	1,376	1,952	3,680	500	650	800	1,250

Angels	
Normal	Grace (1), Glory (1), Fairness (1)
Hard & Non Stop Climax	Gracious (1), Glorious (1), Fearless (1)

Normal

At the start of the Verse, the Golem will come crashing down and split the key into five parts, sending each piece flying into one of five chests in the area →□ 01. To complete the Verse, you have to break open all the chests and collect the pieces of the key. As you move around the main area, a seal will appear periodically on the ground; this is to alert you that the Golem is about to slam down once again →□ 02. The seal gives you ample warning, so make sure you Evade away from the area as soon as you see it to make sure you escape the radius of the shock wave generated by the attack.



There are no enemies to contend with in the area initially, but this will change as soon as you start breaking open the chests. Once you have opened your second chest, Glory will instantly leap out from it and you will need to Evade as soon as you see the chest break open to avoid this attack. Grace also appears in the same way once you open your fourth chest and, to finish off, there is a Fairness in the fifth.

It will be much easier to fight one enemy at a time, so don't open any more chests until the enemy you are fighting has been defeated. Fighting the enemies while on the main area with the Golem smashing down all the time disrupting your combos is not a very productive way to go about this battle. Instead, as soon as one of the enemies has spawned, run over to the small raised courtyard area near the church, as the Golem will not attack you here. Both Grace & Glory will follow you to this area, though you might want to give them a few shots with 🔪 to encourage them. Fairness, on the other hand, can be a lot more stubborn so, to speed things up, try and leave the chest already in this area until last.

When fighting Glory in this small area, it is a good idea to try and take it out as quickly as possible. Evade ones of its attacks to get into Witch Time and then use 🗡️🗡️🗡️ and finish it off with an air combo. While this is quick, it yields very few Combo Points, so after breaking a couple more chests and luring Grace back to the raised area, you should pick up the Claws that were dropped by Glory and use their 🐾 attack combo on Grace. The combo is quite slow, so you may want to enter Witch Time and use some Dodge Offset to keep your combos going.

Once Grace is defeated, head over to the final chest nearby and break it open to free Fairness. Try to use high-scoring combos such as 🗡️🗡️🗡️🗡️, and take down as much of its health as you can before finishing it with a Torture Attack to ensure you meet the Platinum requirement.



An alternative strategy if you are looking for the highest combo possible and are confident in your ability to handle Grace & Glory simultaneously, is to break open the first four chests before heading to the raised area. Once there, fight them as you normally would, making sure to finish Grace first, as this will allow you to get its Angel Arm. Do not pick it up yet, however, as you'll want to finish off Glory before you do this. Once they are both out of the way, quickly break open the chest and get a couple of shots in with 🔪 to keep the Multiplier going, and then go back and pick up Grace's Claws. Use an Evade on one of Fairness's Attacks to enter Witch Time, and then use the 🐾 on the Claws to take down most of its health and give you a huge boost in Combo Points, and then simply finish it off with a Torture Attack.

Hard & Non Stop Climax

As Gracious & Glorious fight pretty much as their names suggest, you can employ largely the same tactics on these difficulty levels as you did on Normal.

The alternative strategy used on Normal should probably be your main one on these levels, however, so you don't have to worry about Evading attacks from Gracious or Glorious for extended periods of time.

Once you have broken open the chest containing Gracious, move quickly to the next two chests to get away from it →□ 03. As soon as the chest containing Glorious is broken, Evade backwards so that you don't get hit, and then start using a combo. Glorious should land and get tripped over just as the first attack is coming out, which guarantees it will get hit by the two follow-up Bombs, and you should then finish it off with a Torture Attack before Gracious can close in. Now head up to the small

courtyard and finish off Gracious out of reach of the Golem, and then go back and pick up Glorious's Angel Arm. Make sure you have the Gaze of Despair equipped, and then use a series of moves on the final chest to break it open before using the with the Claw Angel Arm on Fearless while it is still in the Enraged animation. →□ 04



VERSE 6: AHoy MATE!

	Normal				Hard				Non Stop Climax			
Time	02:00	01:40	01:20	01:00	02:20	01:57	01:34	01:10	02:40	02:14	01:47	01:20
Damage	1,500	1,000	500	0	3,000	2,000	1,000	0	4,500	3,000	1,500	0
Combo	400	480	560	800	300	336	372	480	200	212	224	280

Normal, Hard & Non Stop Climax

As soon as the Verse starts, you will need to Evade twice as quickly to escape the incoming Missile Strike from one of the Kinships →□ 05. After the initial barrage, you will be free to enter Witch Time against any subsequent missile attacks on Normal and Hard. On Non Stop Climax, Evading the full attack without the aid of Witch Time can be difficult, so to make things easier, you should try equipping the Evil Harvest Rosary, as the attack it provides can destroy a large number of the missiles for you. Using the Umbran Portal Kick can also work well in this situation.

One of the Kinships in the Verse will always remain stationary to the side of the narrow patch, while the other one circles the area. If the moving Kinship is near the path where you start, this should be one you focus on first. To attack them effectively you will need to Jump and try to land on the small deck area in the middle.

Try and destroy this first one as quickly as possible by using a combo, which will be more than enough to destroy it. While you are executing the combo, always keep a lookout to see if either Kinship is using its Chain attack, as this has a tiny audio cue, whereas the missiles are easy to hear coming and thus Evade. Once the first one has been killed, Jump across to the second Kinship, and this time use a couple of high-scoring combos to ensure you achieve the Platinum rank before finishing it off quickly. →□ 06

Angels	
Normal, Hard & Non Stop Climax	Kinship (2)



VERSE 7: ALFHEIM PORTAL

	Normal				Hard				Non Stop Climax			
Time	00:58	00:55	00:53	00:50	02:29	02:18	02:09	02:00	03:41	03:27	03:14	03:00
Damage	1,200	800	400	0	1,200	800	400	0	1,200	800	400	0
Combo	200	212	224	260	400	480	560	800	300	336	372	480

Angels	
Normal	Jeanne lvl 2 (1)
Hard & Non Stop Climax	Jeanne lvl 2 (2)

Alfheim Portal

Defeat all the Angels before the time expires!

Normal	01:00	● ● ● ● ●
Hard	02:20	● ● ● ● ●
Non Stop Climax	03:20	● ● ● ● ●

Normal

The task before you in this Alfheim is to defeat Jeanne once again. She has all her usual attacks, so please refer to the Angels chapter for detailed information on the best methods of countering these. Mercifully, in this battle Jeanne only has a single health bar, and  or Tetsuzanko Weave attacks can really inflict a serious amount of damage on her which is just as well, as there is very little time to win the fight. You will need to stay on the offensive as much as you can and be ready to Evade at all times. If you see the chance to use a counter on Jeanne's Stand-Off attack, make sure you seize it, as this can inflict massive damage on her.

Hard & Non Stop Climax

Parrying Jeanne's attacks is by far the best way to create an opening, and Parrying into an instant Tetsuzanko can be a highly effective technique. When fighting, try to align yourself such that when you use a

 combo or Tetsuzanko, the Wicked Weave on the end will hit both enemies. However, focus all your regular attacks on a single Jeanne to kill one of them off quickly. You can also try to plant some bombs around the area to inflict heavy damage on both enemies, but you may need to use some Dodge Offset Evades to do this, as Jeanne will rarely stop attacking. →□ 01

The Evil Harvest Rosary will help a great deal, even though Witch Time is available on Hard, as very few of Jeanne's attacks allow you to enter Witch Time after a timed Evade. You are much better off taking advantage of the extra damage you will dish out by using the Rosary every time you Evade than attempting to use Witch Time. You will still have some access to Witch Time, however, by way of a Perfect Parry, and this will give you more than enough Witch Time to finish off Jeanne, especially if you use a Barrage combo. Once one Jeanne has been killed, try to rely more on Parries rather than Evades to get your hits in more quickly and keep the Multiplier going more easily to make sure you reach the Platinum requirement.

04.24

VERSE 8: A LONG DROP

	Normal				Hard				Non Stop Climax			
Time	05:20	04:27	03:34	02:40	05:20	04:27	03:34	02:40	07:00	05:50	04:40	03:30
Damage	1,500	1,000	500	0	3,000	2,000	1,000	0	4,500	3,000	1,500	0
Combo	1,000	2,100	3,200	6,500	1,100	2,552	4,004	8,360	900	1,710	2,520	4,950

Normal & Hard

At the start of this Verse you will be in another free fall section, and this time you will have to fight your way through a series of giant tentacles to make it to the platform at the bottom. On the way down you will also notice a few Inspired's flying around, but provided you don't drop directly into their path, they will almost never attack you directly. The tentacles themselves sway back and forth across the area and are covered in sharp thorns, which will inflict damage if you land on them or are hit as you fall past one.

Angels	
Normal, Hard & Non Stop Climax	Inspired (3), Joy (3)

The best way to navigate this section is to try and destroy the tentacles as you come to them by destroying the clearly visible large yellow area in the middle; this is their weak point →□ 02. Either land directly on the area to take it out in one hit with Bayonetta's high fall attack, or slow your descent by shooting with  until you are close enough to destroy it with conventional weapons. Try not to spend too much time between attacking each weak point, however, as you need to try and keep your Multiplier going to get as many points as you can.

When you land at the bottom, be prepared to Evade instantly as the three Joys at the bottom waste no time in launching their attacks. If you entered Witch Time with that Initial Evade, run up to one of the Joys and start attacking it with a quick combo, and then finish it off with a Torture Attack the moment Witch Time ends. As soon as the animation finishes, fire a couple of shots with at one of the other Joys to keep the Multiplier active, and then run over and start attacking it with Shubara. Keep attacking until the chance arises to Evade one of Joy's attacks into Witch Time again. Use this time to land a high-scoring combo such as a Barrage and, if you have enough Magic, finish it off with a Torture Attack again, as Witch Time ends if it is still alive.

Use the same method to take out the final Joy, making sure to keep your Multiplier at all times. This can be a very tough Verse on which to achieve the Platinum combo rank if you don't take out enough tentacles during the descent or manage to keep your Multiplier going against the Joys; losing it even once might be all it takes to cost you the top rank. The Verse is still running even after you have killed all three enemies, so as soon as they are dead, make sure you Jump through the doorway and start running up the stairs to trigger the end of the Verse to avoid missing out on the Platinum time requirement.

Non Stop Climax

With no Witch Time to land some easy combos, you'll have to rely on Parries to create your openings, and even then, Parrying all the attacks from this group of enemies will not be easy. You should make use of the combo because, although the Joys will Evade many of the strikes, the at the end will always track them and the hits come quickly enough for them to be caught in them and they are then hit by the subsequent Wicked Weave. Should



the enemy be caught up in it however, the damage it deals can be worth the risk. Keep Parrying their attacks and using combos to whittle down the health of one of them, and then finish it with a Torture Attack to earn the most Combo Points you can out of it. Repeat those steps for the next two Joys without losing the Multiplier, and you should score enough points to reach the Platinum rank.

VERSE 9: HIDDEN BATTLE

	Normal				Hard				Non Stop Climax			
Time	01:20	01:07	00:54	00:40	02:00	01:40	01:20	01:00	02:20	01:57	01:34	01:10
Damage	1,500	1,000	500	0	3,000	2,000	1,000	0	4,500	3,000	1,500	0
Combo	300	336	372	480	400	480	560	800	300	336	372	480

Angels

Normal, Hard & Non Stop Climax Spear Affinity (1), Flail Affinity (1), Spear Applaud (1)



Normal, Hard & Non Stop Climax

There are three statues along the pathway in the area in this Verse, each containing an enemy. The Verse will not actually begin until one of the statues is destroyed, so you have plenty of time. Start by destroying the statue near the start of the path in the dark corner and, when you have done that, run up the path and destroy the other two → . During this time the Affinity from the first statue should have made its way up to the location of the other two. You should begin by attacking the nearby Applaud until you have enough Magic to use a Torture Attack on the Flail Affinity. Pick up the Angel Arm it drops, and then use a attack to finish off the other two enemies for an easy victory.

VERSE 10: MAGIC PATH

	Normal				Hard				Non Stop Climax			
												
Time	04:00	03:20	02:40	02:00	05:00	04:10	03:20	02:30	06:00	05:00	04:00	03:00
Damage	1,500	1,000	500	0	3,000	2,000	1,000	0	4,500	3,000	1,500	0
Combo	700	1,092	1,484	2,660	800	1,376	1,952	3,680	400	480	560	800

Angels

Normal, Hard & Non Stop Climax

Golem (1)

Normal & Hard

As soon as the cutscene is over, you will need to use an Evade to get out of the way of the Golem's opening attack. After this point, Evading any of the Golem's physical attacks will allow you to enter Witch Time, which is where you should try and inflict most of your damage. This first version of the Golem will not use the Centipede or Spider forms, so this will allow you to stay much closer than you normally would. As there is quite a high Platinum combo requirement for this Verse, you should also try to make sure you keep your Multiplier going at all times.



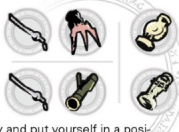
Each time you Evade an attack in Witch Time, Jump towards the glowing orb that is the enemy's weak spot and use an **air**                                                       



After the combo is finished, start shooting with  to ensure that you keep the Multiplier going long enough to last until the Golem's next attack. Keep this attack pattern up, and it should only take a few combos to take down all the Golem's health, at which point you just need to initiate the Climax Attack to finish off both the Golem and the Verse. On the Hard difficulty level you may want to try using an air Barrage combo instead, as this can score you slightly higher points. With Time will end before the combo finishes, but if you keep pressing  the rockets, you should strike just as the Golem is exposing its core again. You may even Stun the Golem with this attack, which will give you a chance at inflicting some free, easy damage.

Non Stop Climax

As on the other difficulty levels, you will need to Evade the Golem's initial attack as soon as the cutscene is over → ☐ 01.



Without Witch Time it can be awkward to land clean hits on the Golem's weak point fighting it normally. A better tactic is to try and put yourself in a position where there is a greater chance that the Golem will do the attack you want, and can thus counter appropriately. If you stand in front of the beast just outside your regular attack range, the Golem will often attempt to attack you with its Crush attack. ➡

As soon as you see the animation for this attack, use an After Burner Kick and hold down  to charge up a Bomb at the end of $\Rightarrow$ 03. The weak point should be out just long enough until the Golem finishes the attack, so the Bomb will explode and inflict heavy damage on it. As this happens, you should Evade backwards to get back into position and fire off a few shots with , to keep the combo going. If you see it is using a different attack, simply Parry it and get in any hits you can afterwards. You can also try to land a Barrage combo on this difficulty level, but you will need to buffer Parries during its execution in case the Golem starts a quick attack. If you happen to Stun it, Jump in and use another air Barrage combo to inflict massive damage. Keep this up and the Golem won't last long and, provided you kept the Multiplier going, you should easily hit the Platinum requirement.

VERSE 11: ALFHEIM PORTAL

	Normal				Hard				Non Stop Climax			
Time	01:09	01:06	01:03	01:00	03:04	02:53	02:41	02:30	07:35	07:06	06:39	06:10
Damage	1,200	800	400	0	1,200	800	400	0	1,200	800	400	0
Combo	700	1,092	1,484	2,660	1,200	3,072	4,944	10,560	800	1,376	1,952	3,680

Alfheim Portal

Defeat all the Angels before your time expires using the limited number of punches and kicks available!

Normal	01:20	 x13  x13
Hard	02:50	 x40  x30
Non Stop Climax	06:50	 x60  x50

Normal

As soon as both enemies start spawning, run in and begin using a       combo on Fearless. If it attacks, remember to use Dodge Offset when you Evade, so that you can continue the combo and not waste any punches. If both enemies are staying relatively close to each other, try to move around when you are doing the combo so that both enemies are caught in the blast from the Bomb. If you Evade one of Fairness's Fireballs, you should have nearly enough Witch Time to pull off the entire combo string to inflict massive damage.

As you don't have access to your  shots during this Verse to keep the Multiplier going, you will need to make sure that you keep attacking as quickly as you can with your normal weapons. Provided you use Dodge Offset correctly when you Evade an attack, and thus always land the Bombs at the end of the string, you should be able to make short work of this battle.

Hard

Run up close to Fairness & Fearless and wait for one of them to attack so that you can enter Witch Time, and then use a       combo. Try and angle the combo so that the Bombs hit both enemies to save you some punch attacks. If they don't, you will have to use that same combo again on the one that remained undamaged by the blast, but try not to hit the weakened enemy. This is because now that you have inflicted large chunks of damage to save some of your limited attacks, you will have to use a great many of them to start scoring enough points to reach the Platinum combo requirement.

Use the normal high-scoring combos such as     or a Barrage combo to finish off both enemies, and try to hit both of them simultaneously to reduce the number of punch attacks you are using. If you ever get out of position and need to keep the Multiplier going, use a quick kick move such as the Heel Slide,

Angels	
Normal	Fairness (1), Fearless (1)
Hard	Fairness (1), Fearless (1), Joy (2)
Non Stop Climax	Fairness (1), Fearless (2), Joy (1)

as you have plenty of kicks to spare. If you have enough points for the Platinum combo rank by the time the two Joys appear, you should finish them off quickly with some Durga Bombs after entering Witch Time. If you still need some points, use a Barrage combo or, if you are running low on punch attacks, you should switch to a strong foot weapon such as Odette to get the job done.

Non Stop Climax

Fighting two Fearless and one Fairness simultaneously can be extremely tricky, and you will have to be on top of your game to avoid taking any damage. Run towards the back of the area where the enemies are spawning and, when you are just in front of them, use a       combo. The extra time it takes for the enemies to become Enraged should give you just enough time to land the three Bomb hits on the end of it to inflict massive damage on the Fairness in the middle and some collateral damage on the Fearless on either side.

If your Evading skills are up to par, you should be able to just about handle the enemies using the normal       combo. If you are having trouble landing your hits, switch to Odette and start using the   move next to any enemies to begin the process of Freezing it. Try and get a couple of the enemies next to each other to Freeze more than one at once, as this is the best method of stopping them from attacking for long enough to land some real hits.

The spin is also a good quick way for you to keep the Multiplier going, which is essential in this battle. Once you have Frozen any of them, switch back to your original weapon set, and use another       combo to inflict as much damage as you can, although you will still be ready to Evade out of it with some Dodge Offset if a non-Frozen enemy attacks. If you are having trouble attacking, you may want to unequip the Gaze of Despair so that the enemies are not Enraged and will attack less often, though this will reduce the amount of Combo Points you will receive.

Repeat the Freezing process, but switch your combos between the big damage Bomb ones and one better suited to gaining Combo Points, such as      to make sure you score enough for the Platinum rank. Once the hard part is over, you still have to get through a single Joy to finish the Verse, so if you are sure you have secured enough combo points for a Platinum rank, finish it off quickly with a couple of Durga Bombs.

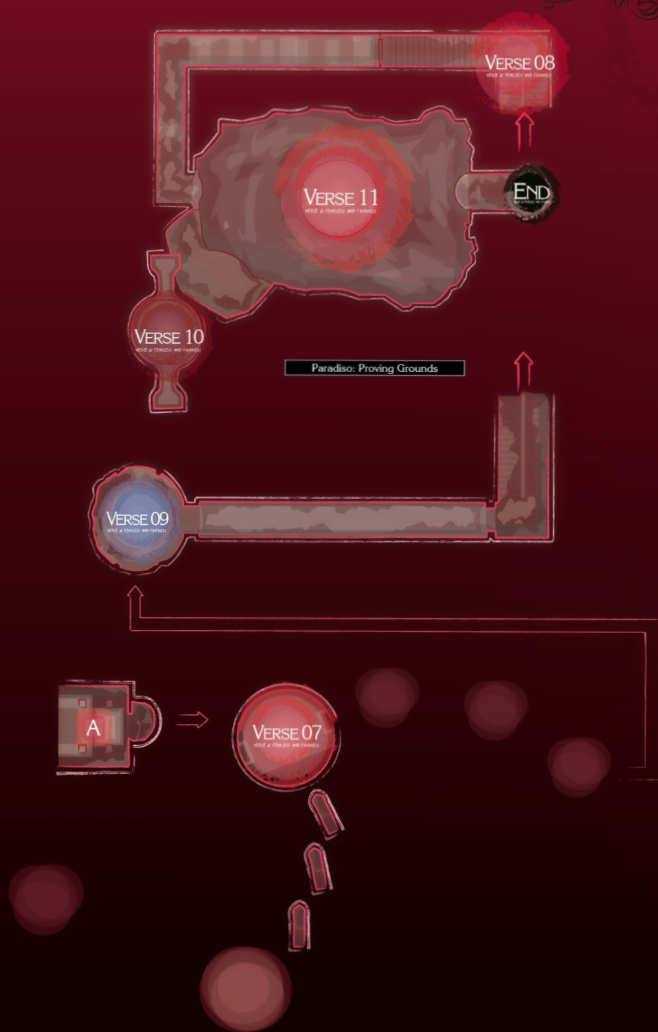
CHAPTER X

PARADISO: A SEA OF STARS



Paradiso: Sea of Stars





VERSE 1: TIGHT QUARTERS

	Normal				Hard				Non Stop Climax			
Time	04:20	03:37	02:54	02:10	05:00	04:10	03:20	02:30	06:40	07:14	05:47	04:20
Damage	1,500	1,000	500	0	3,000	2,000	1,000	0	4,500	3,000	1,500	0
Combo	1,000	2,100	3,200	6,500	1,000	2,100	3,200	6,500	700	1,092	1,464	2,660

Normal Hard & Non Stop Climax

As soon as the cutscene ends, use a Tetsuzanko to inflict substantial damage on all three Joys, since they start off all bunched up →□ 01. Evade towards them to cancel the recovery of the move, and then start attacking them with a 拳拳・拳拳 combo, which should hit a couple of them before they start moving apart. This is another Verse where keeping your Multiplier active for the duration will be necessary if you are going for the Platinum rank, so every time you finish an attack string, make sure to get a few 拳 shots in to help keep it going. Tripping Firebomb combos will make the whole fight much easier if you can find an opening in which to land them, since one combo is enough to kill a Joy.



Try and keep the Joys grouped by directing your Evades after one of their attacks such that your ensuing attack string pushes one of the enemies back towards the others. This will allow you to keep scoring maximum points with the combo mentioned above, while inflicting as much damage as possible. Once their health starts to get low, Torture Attack the weakest one first,

Angels	
Normal, Hard & Non Stop Climax	Joy (3)



and then keep attacking the others until their health is as low as possible and do the same to them. Taking their health all the way down before using a Torture Attack to finish them is best way of making sure you are earning the maximum number of points possible in the fight; and you'll need every single one!

VERSE 2: GATHER THE PIECES

	Normal				Hard				Non Stop Climax			
Time	05:20	04:27	03:34	02:40	09:00	07:30	06:00	04:30	09:20	07:47	06:14	04:40
Damage	1,500	1,000	500	0	3,000	2,000	1,000	0	4,500	3,000	1,500	0
Combo	1,000	2,100	3,200	6,500	900	1,710	2,520	4,950	800	1,376	1,952	3,680

Angels	
Normal	Spear Affinity (2), Flail Affinity (2), Trumpet Affinity (3), Grace & Glory (1)
Hard & Non Stop Climax	Harmony (5), Gracious & Glorious (1)

Normal

After the short fall, you'll be in a courtyard with three Affinities, but the Verse has not actually started yet. The Verse does not start until you land your first attack on an enemy, and you can use this to your advantage to set up a large combo. Run straight past the first enemies and start to head up the slope towards the archway. Once you get about a third of the way up it, two more Affinities will spawn in front of you →□ 02. Leave them alone for now, and turn round and head to the narrow alleyway on the other side of the courtyard where you can prompt the remaining two Affinities to spawn.



Once all the enemies are in the area, attack one of them to start the Verse, and then Torture Attack one of the Spear Affinities to get its Angel Arm. Pick up the weapon and use the 拳 attack after entering With Time to obtain the maximum number of points →□ 03. As soon as that attack is over, use another Torture Attack on a Spear Affinity if there is one left alive. If none are alive, go for a Flail Affinity instead, and use the 拳 attack of either weapon, which should be more than enough to finish off the remaining Affinities.



As soon as all the Affinities are dead, you will need to break the three Golem Walls in the area to release the missing cogs and then run over and use  to hop onto the pole and begin to  to activate the crank  04. Doing this will cause Grace & Glory to spawn, so be ready to hop off the pole and start attacking as soon as you see them appear. Since you should have met the Platinum combo requirement now, there's no need to try and do any heavy scoring on Grace & Glory. Simply use a  combo on Grace, and as soon as the Bomb has exploded, finish it off with a Torture Attack. Then all you have to do is pick up its Claw Angel Arm and use the  attack to kill Glory to end the Verse.

Hard & Non Stop Climax

Ignore the three Harmonies that are already in the area and head to the same two places that you did on Normal to cause an additional Harmony to spawn in each. Wait for them to group, and then use a Cowgirl Spin on one of them to attack the others. Keep using Rodeo Spins to kill off the Harmonies until there is just one left, and then kill that one with a Torture Attack to get the Chainsaw Angel Arm.

Once the Harmonies are dead, make sure you break the three Golem Walls with Special Techniques such as the After Burner Kick, so that you don't accidentally waste the Chainsaw. When Gracious & Glorious have finished spawning, get close to Gracious and Parry one of its attacks and then use the  attack with the Chainsaw instantly; this attack should do enough damage for you to kill it straight away with a Torture Attack. Pick up the Claw



Angel Arm, and then Parry one of Gracious's attacks and use the  attack with that weapon to kill off this last enemy.

VERSE 3: ALFHEIM PORTAL

	Normal				Hard				Non Stop Climax			
Time	03:27	03:18	03:09	03:00	07:11	06:44	06:17	05:50	09:01	08:27	07:54	07:20
Damage	1,200	800	400	0	1,200	800	400	0	1,200	800	400	0
Combo	500	650	800	1,250	500	650	800	1,250	500	650	800	1,250

Alfheim Portal

Defeat all the Angels before your time expires! Enemies can be defeated using Wicked Weaves!

Normal	03:40				
Hard	06:30				
Non Stop Climax	08:10				

Normal

Since hitting an enemy with anything other than a Wicked Weave will result in it activating a shield that will knock you out of your attack, make sure that you start all your combos from far enough away that only the Wicked Weave parts at the end hit the enemies. To help you in this, try and use a lot of Dodge Offset Evades as soon as you hit

Angels	
Normal	Dear (3), Spear Affinity (5), Flail Affinity (5), Trumpet Affinity (1), Spear Applaud (1), Bow Applaud (1), Ardor (1)
Hard	Spear Affinity (6), Flail Affinity (2), Trumpet Affinity (2), Spear Applaud (2), Bow Applaud (2), Grace & Glory (1)
Non Stop Climax	Spear Affinity (6), Flail Affinity (2), Trumpet Affinity (2), Spear Applaud (2), Bow Applaud (2), Grace & Glory (1), Joy (2)

the attack button to cancel a large part of each attack animation. When trying to create distance, remember to transform into the Panther, as it has a far quicker movement speed, and you can also use the  attack from it as the first part of your combos.

Until you've built up your Magic reserves, you should try and stick to short combos such as  which has a wide arcing Wicked Weave on the end, which is perfect for hitting multiple enemies. Another excellent combo in this Alfheim is , thanks to the power of the double Weave attacks at the end. It does, however, require much more space to set up than , so make sure to plan ahead and check your distances. You shouldn't have to worry too much about hitting the Platinum combo requirement for this Verse, since it is set very low and there are more than enough enemies to obtain it.

The first wave of enemies you'll have to take out consists of three Dears, and these are quickly and easily taken out with a rapid sequence of    combos →  01. Once they are dead, a Spear Applaud and one of each type of Affinity will spawn in the centre of the area so, if you've built up enough Magic, use a Weave Tetsuzanko to hit all of them. Evade away from the enemies immediately after the Tetsuzanko, and start up the barrage of    combos again before they have a chance to move. If you can pull off the    combos quickly enough, you should be able to keep the group of enemies pinned against one side of the stage due to the knockback of the Wicked Weave.

After killing them all, the next wave will spawn in the centre, but instead of using a Tetsuzanko to set them up, this time go straight into a      combo while they are still spawning. This allows you to build up as much Magic as possible for the final wave of enemies. After the initial combo, switch back to using    combos to keep the pressure up until they have been defeated.

In the final wave you will have to fight an Ardur accompanied by two Spear and two Flail Affinities, who will spawn in the centre of the area. As soon as they appear, start using Weave Tetsuzankos for as long as your Magic holds out to severely damage the Ardur and take out a few Affinities. There is a strong likelihood that the Ardur will be Stunned after this, so back off and use a      combo. Try and angle the combo so that the final Wicked Weave will strike through the Ardur and hit any Affinities still alive. It should now be an easy task to finish off the enemies with normal    combos.

Hard

For both the initial waves of Affinities and Applauds use nothing but    to kill them off quickly. After each combo, cancel the end animation by transforming into the Panther to create some distance between you and the enemies, and then perform the next combo. As long as you keep your distance and use that combo, you should never be in any real danger from those first enemies.

By the time you have killed off both enemy waves you should have built up a large amount of Magic, so when Grace & Glory have finished spawning, use a quick series of Tetsuzankos to kill them both off. If you line up the attack correctly, you should be able to hit both of them with each one and, since it Staggers them just long enough for you to connect the next one, they should never even get an attack off.

Non Stop Climax

The Altheim is exactly the same on this difficulty level up until the part where Grace & Glory spawn →  02. This time, you should just try and weaken both enemies to roughly half their health with Tetsuzankos, and then switch back to using    to kill them off to conserve some Magic. Try to have around half of your total Magic remaining so that when the two Joys spawn, you can kill them quickly with a series of Tetsuzankos to avoid any trouble they might give you.

04. 27



VERSE 4: GUESTS ON THE STAIRS

	Normal				Hard				Non Stop Climax			
Time	02:20	01:57	01:34	01:10	03:20	02:47	02:14	01:40	03:40	03:04	02:27	01:50
Damage	1,500	1,000	500	0	3,000	2,000	1,000	0	4,500	3,000	1,500	0
Combo	300	336	372	480	500	650	800	1,250	400	480	560	800

Normal & Hard & Non Stop Climax

Once you see the enemies spawn, equip Kulshedra and keep running down the stairs until you are close enough to use a Snare on the Harmony further away from you. As soon as the attack connects, you'll want to start a Cowgirl Spin so that the enemy gets spun around into the other Harmonies. After the first Cowgirl Spin, simply Snare another enemy and repeat the



Angels	
Normal	Harmony (3)
Hard & Non Stop Climax	Harmony (5)

action, which should easily kill a couple of Harmonies if you have been getting the full amount of hits. Keep using Rodeo Spins to reduce their numbers, and then try to finish the last one off with a Torture Attack so that you can bring the Chainsaw with you into the next Verse. →□ 03

VERSE 5: COURTYARD ENCOUNTER

	Normal				Hard				Non Stop Climax			
Time	05:00	04:10	03:20	02:30	05:20	04:27	03:34	02:40	06:00	05:00	04:00	03:00
Damage	1,500	1,000	500	0	3,000	2,000	1,000	0	4,500	3,000	1,500	0
Combo	900	1,710	2,520	4,950	1,200	3,072	4,944	10,560	700	1,092	1,484	2,660

Angels	
Normal, Hard & Non Stop Climax	Courage (1), Temperance (1)

Normal, Hard & Non Stop Climax

This looks like a tough Verse at first glance, but these are not the true versions of the bosses and are much easier to kill. As soon as the Verse begins, Courage will spawn in front you and start stomping around. He has access to all the attacks that Fortitudo has in this state, but only has a fraction of the defence and health. Wait for Courage to attack first so that you can Evade and then start your own attack, as it can be difficult to land clean hits on him while he is moving around.



When you have an opening, use a ⚔ attack with the Chainsaw →□ 04. As the attacks are slow, you'll probably only be able to land one after every successful Evade. Repeat this process using another ⚔ attack, before finally using a ⚔ attack during your third attack window. These attacks should easily take down one full bar of Courage's health and give you a sizeable combo score. Once the Chainsaw has run out, attack it quickly using a regular combo to make good use of the high Multiplier, and then finish it off quickly with a couple of Tetsuzankos.

When Courage has fallen, Temperance will rise up from the side of the area looking for a fight →□ 05. The same rules apply to this enemy; it has all the regular attacks but much lower health

and defence compared to the real thing. To ensure that you can attack him efficiently at all times, aim directly at the enemy's body and use Kilgore's ⚔⚔⚔⚔⚔ combo to deal heavy damage and rack up a large quantity of Combo Points.

Most of Temperance's attacks are well signposted and easy to see coming from this position, so you shouldn't have any trouble Evading them (for some extra tips on both Courage and Temperance's attacks, please see the Angels chapter). When you attack, remember to use Dodge Offset so that you can reach that crucial final hit of the Kilgore combo without starting again. Although the Kilgore attacks are relatively slow, the fact that you don't have to wait for Temperance to attack or come in close means that you should actually kill it a lot more quickly than you normally would. If he does get close of course, you can use a Strong close range combo to totally finish him off. →□ 06





VERSE 8: ENTANGLED

	Normal				Hard				Non Stop Climax			
Time	03:40	03:04	02:27	01:50	04:20	03:37	02:54	02:10	04:00	03:20	02:40	02:00
Damage	1,500	1,000	500	0	3,000	2,000	1,000	0	4,500	3,000	1,500	0
Combo	900	1,710	2,520	4,950	800	1,376	1,952	3,680	600	862	1,104	1,860

Normal, Hard & Non Stop Climax

Gracious & Glorious are simply higher ranking versions of their namesakes, and come with the added benefit of having Witch Time Protection, so even on Normal or Hard you will be unable to enter Witch Time by Evading any of their attacks. They do, however, have the identical attack patterns as the regular versions, and the same tactics can be used to defeat them.

As soon as you see them start spawning, keep running towards Glorious, who always breaks out of the left hand statue as you come down the stairs, and use a Witch Twist as it is emerging →□ 05. This will knock the enemy up into the air, allowing you to do a very quick series of two Tetsuzankos. This set of moves should have taken its health down enough for you to finish it off with a Torture Attack and get rid of one of the dangerous pair extremely quickly.

Pick up the Claw Angel Arms that were dropped by Glorious, as they work exactly the same as those dropped by Grace. Without the aid of Witch Time it may be trickier to land the ♣ attack with them. The best way to use it is to wait until you have Evaded Gracious's Uppercut attack (which it frequently uses, thankfully), as this move has enough recovery for you start the Claw ♣ attack.



Angels	
Normal, Hard & Non Stop Climax	Gracious & Glorious (1)

An alternative method is to simply Parry any of Gracious's attacks and then launch it with ♣+□, which will also give you enough time to land the Claw attack. →□ 06

Using the Inferno attack with the Angel Arm is the most reliable and effective way to make sure you reach the Platinum combo mark in this Verse, so make sure that it will hit the target before using it so you don't waste it. If it doesn't kill Gracious, then get in the last few normal hits quickly so that it adds to your Multiplier.



VERSE 9: ALFHEIM PORTAL

	Normal				Hard				Non Stop Climax			
Time	02:18	02:12	02:06	02:00	05:44	05:23	05:01	04:40	05:57	05:35	05:13	04:50
Damage	1,200	900	400	0	1,200	900	400	0	1,200	900	400	0
Combo	900	1,710	2,520	4,950	1,200	3,072	4,944	10,560	1,000	2,100	3,200	6,500

Alfheim Portal



Defeat all the Angels before the time expires using only Angel Arms!

Normal	02:30	● ● ● ●
Hard	05:10	● ● ● ●
Non Stop Climax	05:30	● ● ● ●



Angels	
Normal	Dear (1), Decoration (18), Grace & Glory, Fairness (1)
Hard	Dear (1), Decoration (18), Dear & Decorations (2), Grace (1), Glory (2), Fairness (1), Fearless (1)
Non Stop Climax	Dear (1), Decoration (18), Grace (1), Glory (2), Brave (4)

Normal

At the start you will see a Dear and a group of Decorations flying towards you, and the best method of dealing with them just happens to be on the ground right in front of you. Pick up the Spear and then use the attack to wipe out the initial wave → ☐ 01. As you kill each of the Dears and Decorations, more will spawn in to take their place, so keep picking up the Spear and using the attack until you have killed the last of them.



Killing the entire first set of enemies will cause Grace & Glory to begin spawning in the centre of the stage, so once you see their health bars appear, run over to the wall on the right (as you look into the area from the bridge), where you'll find a Bow Angel Arm. Pick this up and begin firing attacks at either of the enemies until you kill it. Use the remaining shots on the surviving enemy, and then head over and pick up another Bow and finish it off with one more shot.

The final enemy to defeat in order to complete this Alfheim is Fairness, and it will start to spawn in as soon as Grace & Glory have been killed. The Bow you are carrying should have enough power remaining to kill Fairness, so begin firing on it as soon as you can, and it should be dead in no time for an easy Platinum rank. → ☐ 02

Hard

The Alfheim follows a similar pattern on this difficulty level as on the Normal difficulty. The first two waves of enemies consist of nothing but Dears and Decorations, which you can quickly and easily take out using a few attacks with the Spear Angel Arm. If the last couple of Dears or Decorations have flown up high, switch to the Bow Angel Arm and use attacks to shoot them down.



The Bow should also be your weapon of choice against the next two waves of enemies, since it is the quickest method you have available to you of killing them. If you are having trouble getting your shots off against the swift Grace & Glory enemies, try to Evade one of their attacks into Witch Time, and then use the Panther to get as far away as you can before firing off a barrage of attacks with the Bow.

Non Stop Climax

There's no real need to change the tactics on this difficulty level either, so stick with the Spear Angel Arm to kill off the Dear Angel and Decorations at the start, and then switch to the Bow Angel Arm for the remaining enemies



→□ 03. When fighting the Grace & Glories, you may find it useful to have Durga in electric Mode on your feet so you don't have to worry about Glory's Ground Shock attack →□ 04. Also, for a change of pace, you could make sure that you kill Grace first in that enemy wave so that it drops its Claw Angel Arm, and then you can use the Inferno attack with it to kill off a couple of the Braves before switching back to the Bow. →□ 05

04.30



VERSE 10: HIDDEN BATTLE

	Normal				Hard				Non Stop Climax			
Time	04:00	03:20	02:40	02:00	05:20	04:27	03:34	02:40	05:20	04:27	03:34	02:40
Damage	1,500	1,000	500	0	3,000	2,000	1,000	0	4,500	3,000	1,500	0
Combo	800	1,376	1,952	3,680	700	1,092	1,484	2,660	700	1,092	1,484	2,660

Normal, Hard & Non Stop Climax

This Verse will begin as soon as you break either of the statues in the area. It takes exactly three regular attacks with Shuraba to destroy one, at which time a Gracious will break out, so prepare to Evade straight away into a Witch Twist →□ 06. The Witch Twist should hit Gracious while it is still in the air and launch it slightly higher, which will give you enough time to land an **air** combo. As soon as the combo is over, use a couple of shots with to keep your Multiplier going, as Gracious will usually use an air recovery to return to the ground. As soon as you land, use a Tetsuzanko on the weakened Gracious to reduce its health, allowing you to finish it off with a Torture Attack.

Use once again to keep your Multiplier going and then pick up Gracious's Claws. Now you should run up and Evade one of Gracious's attacks to trigger the Rosary. This Staggers the enemy for long enough for you to land the entire combo with your Angel Arm. →□ 07

After the second time you do this combo, the Angel Arm will have run out, so the next time you Evade and Stagger Gracious, use to launch it, and then follow up quickly with an air combo. Repeat this process until you have reduced its health nearly all the way down, and then kill it with a Torture Attack for the extra Combo Points. Using a Parry on one of the enemy's attacks to Stagger it so that you can use the Angel Arm is the key to getting enough combo points to meet the Platinum requirement in this rank. Make sure that you land as many hits as you can with it and keep your Multiplier going at all times.



Angels	
Normal, Hard & Non Stop Climax	Gracious (2)



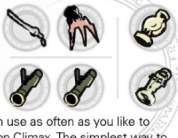


VERSE 11: GO FOR THE GOLD

	Normal				Hard				Non Stop Climax			
Time	04:00	03:20	02:40	02:00	08:20	06:57	05:34	04:10	09:40	08:04	06:27	04:50
Damage	1,500	1,000	500	0	3,000	2,000	1,000	0	4,500	3,000	1,500	0
Combo	800	1,376	1,952	3,680	1,500	5,100	8,700	19,500	900	1,710	2,520	4,950

Normal, Hard & Non Stop Climax

This Verse begins the moment you touch the ground, so when Jumping down from the ledge above, use the Crow Within to make sure you land on the central platform to avoid wasting time. On the platform there is a set of Witch Statues that you can use as often as you like to enter Witch Time, even on Non Stop Climax. The simplest way to handle this Verse is to stand on the central platform and fire on the enemies from the higher ground.



At first there will be two Beloveds in the area, one on either side of the platform, so Activate Witch Time via the statues and then head over to one of them and start attacking using a (🔪) (🔪) (🔪). The rockets your weapon fires will automatically aim downwards at the enemies below, so you don't even have to worry about aiming them → 01. If you feel the need to use the Statues again



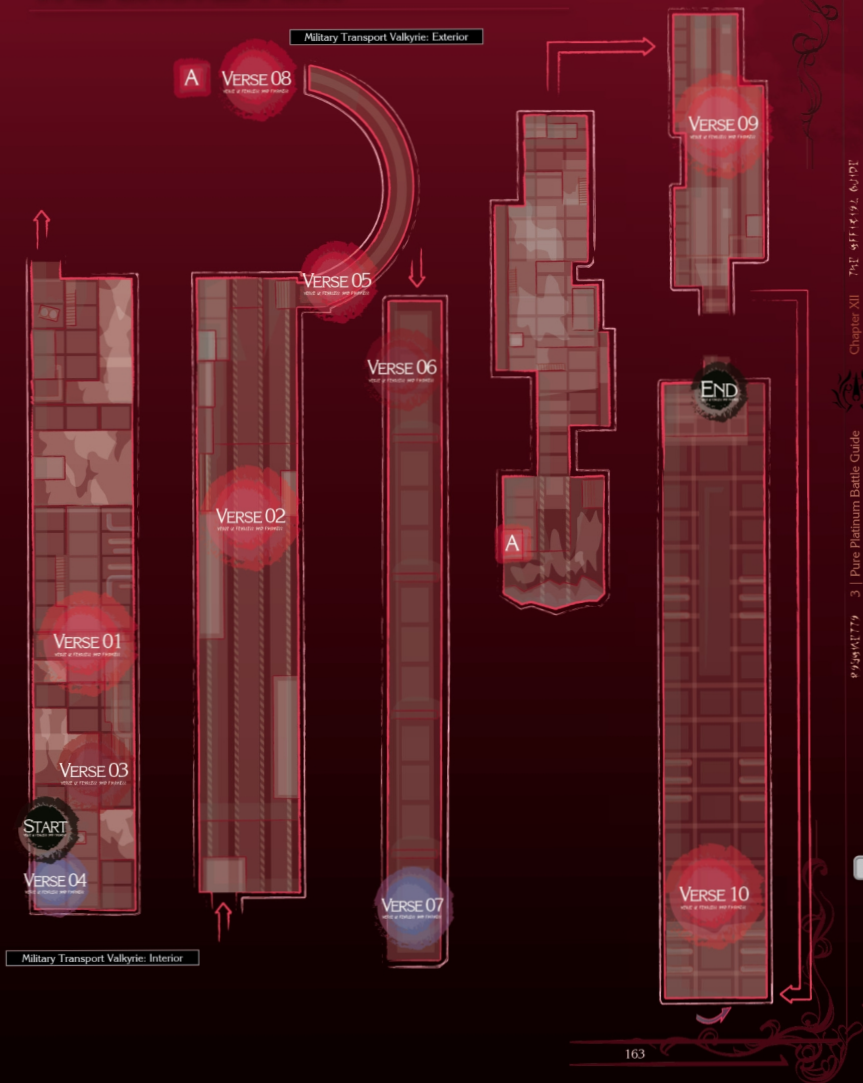
Angels	
Normal	Beloved (3), Inspired (2)
Hard & Non Stop Climax	Beloved (5), Inspired (3)

to enter Witch Time, make sure you Jump and use a couple of shots with 🔪 to keep the Multiplier going until you resume your attacks with Kilgore. Once the first Beloved is defeated, another one will Jump in to take its place, so take out the remaining two in exactly the same way as you did the first.

If you take too long killing one of the Beloveds it will Jump up onto the platform and you will have to fight it at close range. If this happens, just activate Witch Time via the statue and continue attacking with Kilgore, as it will give you even more Combo Points up close. Once all three Beloveds are dead, an Inspired will fly down and begin circling the area. First use a couple of shots with 🔪 to maintain the Multiplier and then fire a rocket at it with Kilgore. One rocket is all it takes to send the beast crashing to the ground, which will give you plenty of time to start a fresh combo so that you can finish it off.

A second Inspired will enter the area once the first one is killed, and you should deal with this one exactly as you did the first to complete the Verse. If you think you might be cutting it close for the Platinum time requirement, after shooting down an Inspired you should Jump down and finish it off with a Firebomb combo and then quickly Jump back up to the platform. On Hard difficulty level and above there are a couple of extra Beloveds and one more Inspired to kill, but the same tactics can still be used to finish the Verse. You may even find it a little easier, as the time limit is nowhere near as tight.

CHAPTER XII THE BROKEN SKY



VERSE 1: OFFENSIVE WEAVES

	Normal				Hard				Non Stop Climax			
Time	03:40	03:04	02:27	01:50	04:00	03:20	02:40	02:00	03:20	02:47	02:14	01:40
Damage	1,500	1,000	500	0	3,000	2,000	1,000	0	4,500	3,000	1,500	0
Combo	400	480	560	800	800	1,376	1,952	3,680	700	1,092	1,464	2,860

Normal

Shortly after running past the two oil drums near the start of the chapter, you will see a set of stairs leading down to a lower level of the walkway. You should stop running just in front of these stairs. Start edging forwards until you begin to see purple energy form in the space ahead of you, and then stand still →□ 01. This energy is warning you that a giant Wicked Weave attack is about to burst through the hull of the plane. These Wicked Weaves all have a relatively



Angels	
Normal	Spear Affinity (2), Flail Affinity (1)
Hard & Non Stop Climax	Spear Affinity (1), Flail Affinity (1), Ardor (1)

small trigger zone and, as long as you are in the area, they will keep appearing with a small gap in between attacks. Should you fall through one of the holes they create, it will not be game over, but when you reappear you will have lost a small quantity of health.

Wait for the Weave to disappear and then Jump down to the lower section and walk up to the fence; this should trigger another Wicked Weave, destroying a section of floor just ahead of you. Jump back up to the raised area and then over the hole when the Weave disappears. Now you'll have to Jump down to the lower section again and run up the stairs on the other side, triggering another Wicked Weave to come in from the side of the hull.

Wait for it to pass, and then run across the platform and down the stairs on the other side, which will cause the two Spear and single Flail Affinity to spawn in. Rather than fighting them in the narrow space near the staircase, you should Jump back up to the area near the chest, which is slightly more open; try to stay near the chest, however, as you don't want to accidentally wander into one of the Wicked Weaves ahead or behind you.

Take out both Spear Affinities as you normally would, but try and use a Torture Attack on the Flail Affinity to get its weapon, as this will be useful in the next Verse →□ 02. Once they have all been killed, move forwards again to trigger the Wicked Weave in the form of Gomorrah, which takes out a very large section of the floor →□ 03. When it has disappeared, Jump across to the other side, and then back up to the raised section next to the fence. When you land, don't advance any further, because another Weave attack will be triggered in front of you. This is the last Weave attack you have to deal with, so wait for it to pass, and then Jump across the hole and run up through the door at the end to finish the Verse.

Hard & Non Stop Climax

Make your way to the area where the enemies spawn in the same way as on Normal and, when you get there, use a Torture Attack straight away on the Flail Affinity to get its Angel Arm. Pick up the weapon and then use two attacks on the Ardor to greatly reduce its health, while giving you enough Combo Points for the Platinum rank. Try and get the Spear Affinity near the Ardor when you use the Flail attacks, so that you can kill it at the same time to speed things up. Once the Flail has run out, finish off the Ardor with normal weapons, and then proceed to the door to finish the Verse.



VERSE 2: LOST CARGO

	Normal				Hard				Non Stop Climax			
Time	03:20	02:47	02:14	01:40	08:00	06:40	05:20	04:00	11:00	09:10	07:20	05:30
Damage	1,500	1,000	500	0	3,000	2,000	1,000	0	4,500	3,000	1,500	0
Combo	800	1,376	1,952	3,680	1,700	6,902	12,104	27,709	1,000	2,100	3,200	6,500

Normal

Keep running up the cargo ramp while Grace & Glory are still spawning, and as soon as you are within range, use the  attack with the Flail on Grace twice. This will do more than enough damage to kill it, and also make it drop its Angel Arm. Pick up the Claws, and as soon as you see an opening, use the  to take out Glory. With both of them dead, the barrier at the top of the ramp will break, but that is not the end of the Verse; keep running forward and three Bow Applauds will spawn in just in front of the next ramp.

Use a Torture Attack straight away on the first one you meet, and then pick up its weapon and wait for either one of the remaining Applauds to attack you and Evade into Witch Time. Use the  combo with the Angel Arm on the enemies, but cancel out of it if it looks like it's going to kill both of them, as you will want to finish the last one off with another Torture Attack to get a fresh Bow.

Hard

Make your way up the right hand side of the cargo ramp, since this is the side the Glorious will normally spawn on. Once you see it begin to appear, use a  combo with Shuraba and Duraga in Fire Mode. Try and time the combo so that the first  attack either trips Glorious or have the Bomb go off the instant it has fully materialised. This should give you enough time to land the second Bomb, which will lower the enemy's health enough for you to use a Torture Attack to kill it and get its Angel Arm. If you have the Gaze of Despair on while doing this, you shouldn't have to worry about Gracious, as it should still be in its Enraged animation until you are well into the Torture Attack.

Leave the Angel Arm on the ground for the time being and kill off Gracious using Parries to Stagger it, and then launch it with  and follow up with . Repeat those steps until Gracious is dead, and then pick up the Glorious's Claw and head up the ramp to make the three Burning Ardors spawn. Wait for one of them to attack, and then Evade into Witch Time. Get close to all three of them and then use the  with the Claws to damage them. This will give you more than enough Combo Points for the Platinum rank, so you should finish off the enemies quickly when you next enter Witch Time by using some more Bombs with Durga.

Non Stop Climax

Start the same as you did on Hard by heading up the right hand side of the ramp and using some Durga Bombs and a Torture Attack to quickly kill off Glorious → 04. This time you



	Angels	
Normal	Grace & Glory (1), Bow Applaud (3)	
Hard	Gracious & Glorious (1), Burning Ardor (3)	
Non Stop Climax	Gracious (2), Glorious (1), Burning Ardor (3)	



should pick up the Claw Angel Arm and try and get both Gracious near each other, so you can use a Parry to Stagger one of them and land the  attack with the Claws before it can recover. Try to move around while the attack is active so that you hit both enemies as often as possible, but if one of them is staying too far away, just focus on the closest one to inflict as much damage as possible.

It's unlikely that the Angel Arm attack will do enough damage to kill either Gracious, so you'll need to rely on the usual Parry set-ups to finish them off. Once they are dead, continue up the ramp until the Ardors spawn, and then switch to Kilgore and start using a  combo while they are still grouped up → 05. The long ramp behind you gives you plenty of space to Evade backwards as required between attacks to make sure you keep your distance from the enemies. If you do start running out of space, run past them back up to the top and work from there. With a constant barrage of rockets from Kilgore it shouldn't take long to kill all three of them off and score easily enough points for the Platinum rank.

VERSE 3: HIDDEN BATTLE

	Normal				Hard				Non Stop Climax			
Time	02:20	01:57	01:34	01:10	03:20	02:47	02:14	01:40	02:20	01:57	01:34	01:10
Damage	1,500	1,000	500	0	3,000	2,000	1,000	0	4,500	3,000	1,500	0
Combo	1,600	5,952	10,304	23,360	700	1,092	1,484	2,660	500	650	800	1,250

Angels	
Normal	Spear Affinity (2), Flail Affinity (2), Ardor (2)
Hard & Non Stop Climax	Burning Affinity (4), Burning Ardor (1)

Normal

Evade one of the Affinity's attacks to enter Witch Time and then start attacking the group with the combo from the last Verse. Try and align your attacks so that one of the Spear Affinities doesn't get caught in them, as you'll want this one to survive so that you can kill it with a Torture Attack to get its Spear. If the Bow runs out before you kill off the other three, use a few normal hits to finish them off.

Once the Affinities have been killed, two Ardors will spawn in, so get a quick couple of hits in to keep the combo Multiplier, and then pick up the Spear. Wait for one of the Ardors to attack and

Evade into Witch Time. Use the attack with the Spear immediately to really bring in the Combo Points. If you have enough Magic, you should finish one of them off with a Torture Attack once the Spear's attack has ended. Even though you won't be using the weapon, you will get all of your Magic back after the Alheim anyway, so there's no downside. Finish the final Ardor off using Shuraba to end the Verse.

Hard & Non Stop Climax

As soon as the Affinities have finished spawning, use a Torture Attack to kill one of them and then pick up the Angel Arm and use the attack to kill off the remaining three enemies in this wave. The Burning Ardor will spawn in the moment they are dead, so use the combo to kill it off quickly. If it blocks one of your attacks, be ready with a Parry because it will always follow up with a quick attack afterwards; once it is Staggered from your Parry, continue your combo as normal.

VERSE 4: ALFHEIM PORTAL

	Normal				Hard				Non Stop Climax			
Time	02:18	02:12	02:06	02:00	04:55	04:36	04:18	04:00	03:54	03:39	03:25	03:10
Damage	1,200	800	400	0	1,200	800	400	0	1,200	800	400	0
Combo	1,800	7,956	14,112	32,580	2,600	20,852	39,104	93,860	600	852	1,104	1,880

Alfheim Portal

Defeat all the Angels before the time expires! You must be out of body to defeat the enemies!

Normal	02:30	
Hard	04:30	
Non Stop Climax	03:40	

Normal

Spent the first 10 seconds or so of this Alheim doing nothing but Evading and Taunting the first three Burning Affinities until you have built up one full bar of Magic. As soon as you have enough Magic, lure the enemies to the far end of the area, Evade one of their attacks into Witch Time and run back to leave your body by the bridge (by pressing). Once you are on the spirit plane, run back towards the

Angels	
Normal & Non Stop Climax	Burning Affinity (7), Harmony (3), Burning Ardor (1)
Hard	Burning Affinity (8), Harmony (5), Burning Ardor (3)

enemies so that they don't get too close to your body and Evade one of their attacks into Witch Time again, which will allow you to attack them safely. Use a couple of quick combos to take two of them out and to obtain some more Magic, and then finish off the final one with a Torture Attack and pick up the Angel Arm.

The three Harmonies will now begin to fly down into the area, so use a couple of quick shots with to keep the Multiplier, and then run to the centre and use the attack with the Spear to hit a couple of them before they can move too close to your body. If you managed to catch and kill two of them in the Spear's attack, use a Torture Attack to finish off the last one. If there is more than one left however, make sure to kill them first with Shuraba before Torture Attacking the last one.

The final set of enemies is an Ardor accompanied by four Affinities, and as they are all Burning you will once again need to stick to Witch Time for most of your attacking. Each Affinity will spawn



in one of the corners of the area, which means two of them will be very close to your body, so you will need to act quickly. Start shooting at the Ardor with to get its attention, keep the Multiplier going and Evade the first attack that comes your way into Witch Time. Then use the attack with the Chainsaw on the Affinity closest to your body to kill it, and then pick up its weapon and use the attack to hit the remaining enemies. This attack should be more than powerful enough to finish off the Ardor and take out a couple of the Affinities, while also bumping up your combo score well above the Platinum requirement. If there are any enemies left when the move has ended, simply finish them off quickly with a couple of Tetsuzankos.

Hard

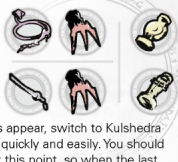
Go out of body straight away, and run up close to the enemies and wait for a chance to Evade into Witch Time. Once there, use a Cowgirl Spin on one of the Affinities. You should be able to hit all the other enemies with this move and it should also Stagger them enough so they are unable to attack you. The other advantage is that it's the best way to increase your score at the beginning of the fight. Continue using Rodeo Spins on the Affinities until they are all dead, by which time the Ardor should also be near death, so get in the last couple of hits with Durga.



If you managed to keep the Multiplier during the entire time, you should have scored enough points already to meet the Platinum combo requirements, so you can deal with the Harmonies as you please, although the Cowgirl Spin is still be the most effective choice overall. By the time the final wave of Affinities and Ardors turn up, you should have plenty of Magic stored; use a couple of Torture Attacks on the Spear Affinities and follow up with the Spear's attack, which should kill off all the Affinities and leave the Ardors near death. All you need to do then is finish them off with a couple of quick Bomb combos.

Non Stop Climax

Although the enemy set is the same as on Normal, the loss of Witch Time means you will need to employ slightly different tactics. Leave your body as soon as the fight begins, and use Durga to kill off the first group of Affinities → 01. When the Harmonies appear, switch to Kulshedra and use Rodeo Spins to kill them quickly and easily. You should have plenty of Magic stored up at this point, so when the last group of Affinities and the Ardor spawn, use a Torture Attack on one of the Affinities to get the Spear and use its attack to kill off the other Affinities → 02. When all the small fry are out of the way you should switch back Durga to kill off the Ardor.



VERSE 5: INTO THE WIND

	Normal				Hard				Non Stop Climax			
Time	00:40	00:34	00:27	00:20	01:00	00:50	00:40	00:30	01:00	00:50	00:40	00:30
Damage	1,500	1,000	500	0	3,000	2,000	1,000	0	4,500	3,000	1,500	0
Combo	0	0	0	110	200	212	224	260	200	212	224	260

Normal, Hard & Non Stop Climax

You should have plenty of Magic after completing the Alfheim, so the quickest way to take care of the small group of enemies is to use a couple of Tetsuzankos. As the platform you are on is constantly moving, you may need to reposition yourself after each one to make sure that the next one will hit some of the enemies.



Angels	
Normal	Decoration (5)
Hard & Non Stop Climax	Decoration (6)

When there are only one or two left, use a Snare and then switch to Shuraba to kill it off quickly while conserving Magic. The only real difference between the difficulty levels here is the extra few enemies on Hard and Non Stop Climax which may require an extra Tetsuzanko or two.

VERSE 6: HIDDEN BATTLE

	Normal				Hard				Non Stop Climax			
Time	02:20	01:57	01:34	01:10	03:20	02:47	02:14	01:40	03:20	02:47	02:14	01:40
Damage	1,500	1,000	500	0	3,000	2,000	1,000	0	4,500	3,000	1,500	0
Combo	1,100	2,552	4,004	8,360	1,300	3,666	6,032	13,129	1,400	4,340	7,280	16,100

Normal

As soon as you land in the engine compartment, one of the Spear Applauds will spawn in with two Trumpet, one Flail and one Spear Affinity, but you shouldn't start killing them just yet. The Alheim for Verse 7 is at the back of the compartment, and four large propellers stand between you and it. To get past these you will need to be in Witch Time. The Verse will not start properly until you attack one of the enemies, so make sure you avoid this at all costs until you have reached the back of the area, or it will cost you a lot of valuable time and may cost you the Platinum time rank.



As soon as one of the enemies attacks, Evade into Witch Time and transform into the Panther, and then start running towards the back →□ 01. You should be able to make it past two of the propellers in a single Witch Time with the Panther. Make it past the next two propellers in the same way and it will finally be time to attack the enemies.

Use a Torture Attack on the Applaud to kill it, and then pick up and use the ♠ attack on the Spear it dropped →□ 02. This should be more than enough to wipe out the four Affinities around him, and also give you enough Combo Points to easily make the Platinum requirement. As they are dying, the remaining three enemies in this Verse will start spawning at the entrance to the compartment and begin making their way down towards you.

Once they are within range, use a Torture Attack on the Applaud to get its Spear and then use the ♠ combo to kill the Spear Affinity so that you don't accidentally kill the Trumpet Affinity with the ♠ attack. Now use another Torture Attack on the Trumpet Affinity to kill it and remember to pick up the Trumpet before entering the Alheim.

Hard & Non Stop Climax

On Hard, you will still have to rely on enemy attacks to Evade into Witch Time and make it past the propellers, but on Non Stop Climax they will stop briefly from time to time on their own and give you a small window to pass through →□ 03. On both difficulty levels you should still try and fight at the back of the shaft so you won't have to deal with the propellers while you are fighting.



The enemy set is largely unchanged from Normal, but with one less Trumpet Affinity about, you will need to be more careful when using the Spear's ♠ attacks so that you don't accidentally kill them all and lose the chance to get the Trumpet Angel Arm.

Angels	
Normal	Spear Affinity (2), Flail Affinity (1), Trumpet Affinity (3), Spear Applaud (2)
Hard & Non Stop Climax	Spear Affinity (2), Flail Affinity (1), Trumpet Affinity (2), Spear Applaud (3)

The extra Applaud, however, will make meeting the Platinum combo requirements even easier, as it can take more hits from a Spear attack. As on Normal, make sure you Torture Attack one of Trumpet Affinities and make sure you take the Angel Arm with you into the Alheim.



VERSE 7: ALFHEIM PORTAL

	Normal				Hard				Non Stop Climax			
Time	02:07	02:01	01:56	01:50	02:15	02:06	01:58	01:50	01:26	01:21	01:15	01:10
Damage	1,200	800	400	0	1,200	800	400	0	1,200	800	400	0
Combo	400	480	560	800	400	480	560	800	200	212	224	260

Alfheim Portal

Defeat all the Angels before the time expires! Enemies can be defeated during Witch Time.

Normal	02:20	●●●●●●
Hard	02:10	●●●●●●
Non Stop Climax	02:00	●●●●

Normal & Hard

This Golem is almost exactly the same as the one you fought earlier on, the only difference being that this one now has access to its Centipede form. Although its attack in that form is very fast, provided you Evade as soon as you see it begin to transform, you will Evade safely into Witch Time. Doing this won't allow you to see what form has taken before Evading, but it will make sure you are safe at all times. The best thing about the Centipede form is that, provided you stay close after your first combo, you should be able to Evade into Witch Time again straight afterwards, since the attack sequence lasts for the whole transformation. When it transforms into another of its forms, simply do a second Evade immediately, avoiding the slightly slower attack and entering Witch Time. The only attack from which you cannot enter Witch Time is the Crow attack, so try and stay as close to the Golem as you can to minimise the chances of it using this form.

After entering Witch Time via a successful Evade, Jump towards the exposed core as quickly as you can and use an air Barrage Switch, then fire off a few quick shots with . This is more of

Angels	
Normal & Hard	Golem (1)
Non Stop Climax	Jeanne M 3 (1)

a precautionary measure than anything else, as it will help to keep your combo Multiplier going for longer should the Golem decide to use the Crow form. Repeat this sequence four or five times and the Golem will soon be defeated and, with such a low combo requirement, you should easily achieve a Platinum rank. On Hard, the only difference is that the Golem can access its Spider form as well as the Centipede one, but since both attacks in this form also allow you to enter Witch Time, you can use the same strategy.

Non Stop Climax

The only way for you to enter Witch Time during this fight is to successfully time an Evade on one of Jeanne's Wicked Weaves; not even a Perfect Parry will get you into Witch Time. You want her to attack as often as possible, so try to avoid using Parries on her attacks and use Evades. To try and make her use combos more often, you should keep running away from her with the Panther so that she rushes in with her Lynx, as there is a strong possibility that she will start a combo after closing the distance. →□ 04

Jeanne will also frequently double up on her standalone Wicked Weaves in this battle, so if you fail to enter Witch Time on the first, be ready to Evade again straight away to get another chance. After entering Witch Time, use a high damage combo like or a Barrage combo. The advantage of this is that it will only take two combos to kill Jeanne, and the low combo requirements still mean you can get a Platinum rank while doing this. →□ 05



VERSE 8: HELLO JEANNE

	Normal				Hard				Non Stop Climax			
												
Time	07:00	05:50	04:40	03:30	10:20	08:37	06:54	05:10	12:20	10:17	08:14	06:10
Damage	3,000	2,000	1,000	0	6,000	4,000	2,000	0	6,000	4,000	2,000	0
Combo	800	1,376	1,952	3,680	1,500	5,100	8,700	19,500	600	852	1,104	1,860

Normal, Hard & Non Stop Climax

If you are going for the Platinum combo rank, make sure that after every attack you fire off a few shots with  to ensure you keep the Multiplier going, as it is essential in this Verse.

As soon as the Verse begins,
fire a 🎯 shot at Jeanne with the Trumpet to give a nice kick-start
to the Multiplier → $\square 01$. Jeanne will rarely avoid the 🎯 Trumpet
blast, so as soon as you see openings you should shoot her with
the remaining two shots. This should have nearly taken down



VERSE 9: LITTLE CEREZA

	Normal				Hard				Non Stop Climax			
												
Time	04:00	03:20	02:40	02:00	05:00	04:10	03:20	02:30	04:20	03:37	02:54	02:10
Damage	1,500	1,000	500	0	3,000	2,000	1,000	0	4,500	3,000	1,500	0
Combo	600	852	1,104	1,860	700	1,092	1,484	2,660	500	650	800	1,250

Angels

Normal	Spear Affinity (2), Flail Affinity (2), Trumpet Affinity (3), Horn Affinity (1), Spear Applaud (1)
Hard & Non Stop Climax	Ardor (1), Harmony (3), Burning Ardor (1)

Normal

As soon as the Verse begins, run past the spawning enemies and press  once you reach the barrier to leave your body and Cereza and enter the alternative plane. If you have bought the Alternative version of Durga, you can equip them on your hands and feet. It will be worth using them in Electric Mode on both for this Verse, as it will prevent you from taking damage should you get touched by the electrified water. Once you have left your body, run back down towards the small group of Affinities so you are clear of



Angels

Normal, Hard & Non Stop Climax	Jeanne M 3 (1)
--------------------------------	----------------

Jeanne's entire first health bar, so continue to fight her as normal (for a detailed breakdown of Jeanne's moves and strategies to beat her, see the Angels chapter) and, on Normal or Hard difficulty levels especially, try to Evade her Wicked Weaves so that you can enter Witch Time and land a powerful combo.

On Non Stop Climax, always let Jeanne attack first so that you can Parry her attack and land a few clean hits of your own. Whittle down the last part of her first health bar and you will trigger a cutscene in which Jeanne will summon her motorbike and will start riding around the wing of the plane.

While she is riding around, use a lot of  or Tetsuzanko to hit her and watch for the attack cue of the bike so that you are ready to Evade. On Normal and Hard this will enter you into Wither Time, so you can land a Barrage combo, and on Non Stop Climax you will still get the damage from the Rosary and be able to land a quick Tetsuzanko before she recovers. After taking down Jeanne's second health bar nearly all the way, the bike will be destroyed and she will once again be on foot. Continue fighting her as you did before she rode the bike until you have taken down the last of her health to finish the Verse.

Cereza, and then use a Torture Attack on the Flail Affinity. If you do not have enough Magic, use a combo to attack them until you do.

Pick up the Flail and line up the remaining two Affinities and then use a single  attack to kill them both. This will cause the barrier near your body to collapse, and a new one to appear further ahead, while a Horn Affinity along with a Flail and Trumpet Affinity also spawn. Run up to where your body is, re-enter it, then run past the spawning enemies again up to the new barrier and leave your body there.

Run quickly down to where the Horn Affinity is and use the second  attack with the Flail on it. Keep attacking the enemies again until you can use a Torture Attack on the Flail Affinity and then use its Angel Arm to kill off the rest of this group. Just like last time, this will cause the barrier to collapse and advance, this time to the back of the room. Run back and reclaim your body



and then run forward and you will see a large raised area in front of you, and a smaller one to the left hand side.

Jump up to the area on the left and leave your body there, then quickly Jump over to the large area where the enemies have started spawning so that they don't teleport over to your body. Attack the Spear Applaud until you have enough Magic for a Torture Attack, and then use it on the Trumpet Affinity to get its Angel Arm. Finally, pick it up and use the attack to kill the last two enemies and complete the Verse.

Hard & Non Stop Climax

Make your way up to the first barrier and leave Cereza there → 02. Move away from her so that the Ardor doesn't accidentally hit her, and then start attacking it using a combo. Each Lightning Pulse



should Stagger the Ardor long enough for you to land the next hit, so it will not take very long to kill the enemy off.

Once it is dead, continue to the next barrier and again leave Cereza there. If you are quick, you can catch the Harmonies while they are still grouped with a combo, which will kill them all off very quickly → 03. If one of them was out of the Pulse's radius or survived, then switch quickly to Kulshedra and use a Snare to pull it back and then switch weapons back and use the combo again.

After that barrier comes down, run up and leave Cereza on the small platform on the left-hand side again, and then Jump over to the large area to fight the Burning Ardor. If the previous two fights have been successful, you should be well ahead of the rising waters, so switch both of your Durgas from Electric to Fire Mode and kill the Ardor using a combo.

How Good
04 95

VERSE 10: PROTECT THE LITTLE ONE

	Normal				Hard				Non Stop Climax			
Time	03:20	02:47	02:14	01:40	03:40	03:04	02:27	01:50	06:20	04:27	03:34	02:40
Damage	1,500	1,000	500	0	3,000	2,000	1,000	0	4,500	3,000	1,500	0
Combo	800	1,376	1,952	3,680	1,300	3,666	6,032	13,129	900	1,710	2,520	4,950

Normal, Hard & Non Stop Climax

As soon as you have finished falling and the Verse begins, Jump onto the wall behind you and start to Witch Walk up the side of the aircraft until you reach the barrier at the top. Press to leave Cereza there, so that you can fight the Harmonies that have spawned. Use Snares to gather up the enemies and then use a Cowgirl Spin on one of them. As soon as the first Rodeo Whip ends, Snare another enemy and use the same attack again, repeating the Rodeo Spins until most of the enemies have been killed → 04. When there is only one or two left, use a Snare to grab one, and then switch to Shuraba to kill it quickly before the water rises too high and begins to damage you.



Angels	
Normal	Harmony (5)
Hard & Non Stop Climax	Harmony (7)



CHAPTER XIV ISLA DEL SOL

VERSE 1: WILD RIDE

	Normal				Hard				Non Stop Climax			
Time	10:00	08:20	06:40	05:00	10:40	08:54	07:07	05:20	10:20	08:37	06:54	05:10
Damage	1,500	1,000	500	0	3,000	2,000	1,000	0	4,500	3,000	1,500	0
Combo	1,100	2,552	4,004	8,360	1,100	2,552	4,004	8,360	900	1,710	2,520	4,950

Angels

Normal, Hard & Non Stop Climax

While flying: Decoration, Affinity, Harmony, Inspired & Courage;
On foot: Flail Affinity (2), Spear Applaud (1)

Normal, Hard & Non Stop Climax

This is the first of two change of pace Verses in the form of a classic arcade shoot 'em up sequence. During this Verse you will be atop a giant Angelic Missile, speeding across the ocean, while getting attacked by groups of Angels bent on hampering your progress. While flying on the missile you can Evade as normal, but you do not have access to your normal weapons. Instead, you have the ability to fire powerful bullets with either  or  and pressing  will fire off a deadly homing missile that consumes two blocks of Magic.

As a rule, try to avoid using the homing missiles as much as possible, so that you can conserve Magic for when you really need it. Always make sure to shoot every floating tower as you come to it, as these are vital for keeping your Combo Multiplier going. After shooting through the first few waves of enemies, you will come to an Inspired, which you can only damage by shooting its head.

Use normal shots on it initially until it turns around and starts coming back towards you, and then watch closely, as it will shoot off three Fireballs. These Fireballs are an excellent way of entering WitchTime on Normal or Hard difficulty levels, and once you do, you should start firing your missiles straight at the enemy as quickly as you can to really increase the Multiplier →  01. On Non Stop Climax you should simply use your missiles as soon as you start the fight, as there is no WitchTime. After the fight with the Inspired be on the look out for one of the towers, so that you can use it to keep your Multiplier until the next wave of enemies appears.

Next, you'll have to battle through a few more waves of enemies before some Angels spawn on your rocket, which you will have to face on foot. Start attacking with enemies straight away and, when you have got the Applaud's health down as low as possible without it dying, finish it off with a Torture Attack before killing the Affinities.

Killing the Applaud with a Torture Attack for the first time will allow you to obtain a Broken Witch Heart, but even once you have this it is still a great way of increasing your points. Try to get as large a combo Multiplier going as you can in this fight, because



if you are quick enough at shooting the next enemies when it ends, you should be able to keep the combo going into the next section of the Verse, which should easily secure you the Platinum combo rank.

Shoot through yet more waves of enemies and you will eventually end up in a fight with Courage. This version of Courage only has two attacks, and they consist of a Double Fireball attack and an Energy Shot, which both have nearly identical cues. For both attacks, Courage will draw both of its heads together and you will hear a brief high-pitched sound while he charges the attacks.

It is during the charge phase that you will be able to tell which attack is coming. If you see flames coming out of its mouth then it will be a Fireball attack, if there is nothing it will be an Energy Shot. The Fireball is best handled with an Evade, as on Normal and Hard it will allow you to enter WitchTime, and the Energy Shot can be avoided simply by moving to the side slightly and then moving in a circular movement around the centre of the screen →  02. In between its attacks you should fire off a quick volley of missiles and then start shooting it to replenish your Magic. Keep Evading and shooting and it won't take long before you defeat Courage.

04 38

VERSE 2: MISSILE MAYHEM

	Normal				Hard				Non Stop Climax			
Time	13:40	11:24	09:07	06:50	14:40	12:14	09:47	07:20	15:40	13:04	10:27	07:50
Damage	1,500	1,000	500	0	3,000	2,000	1,000	0	4,500	3,000	1,500	0
Combo	1,300	3,666	6,032	13,129	1,100	2,552	4,004	8,360	1,000	2,100	3,200	6,500

Angels	
Normal, Hard & Non Stop Climax	While Flying: Decoration, Beloved, Affinity, Harmony, Inspired, Kinship, Temperance; On Foot: Fiil Affinity (2), Spear Applaud (1)

Normal, Hard & Non Stop Climax

After shooting through a wave of Decorations you will be faced with a new enemy in the form of a flying variation of a Beloved. This enemy comes packing some serious firepower with their giant Fireball-shooting Bazookas. Their weapon is so big that it actually covers most of their body, protecting it from your shots. Make sure when engaging this enemy that you always shoot at its head, and you may even find that it's easier to hit if you aim slightly above the head to hit it with the bottom of your bullet →□ 03. If you are unsure if you are hitting it cleanly or not, listen out for the sound of your bullets impacting, as shots landing on anything other than the head will have a much more pronounced sound effect. Their Bazookas fire a 3-round burst Fireball attack which, on Normal and Hard, are an excellent way of entering Witch Time and scoring some extra points.

With a much higher combo score requirement for Platinum rank in this Verse, it is very important that you keep the Multiplier going throughout if possible, but the beginning section is by far the most crucial. Keeping your Multiplier going from the beginning so

that you are not starting from scratch when you reach the normal fighting section (just after the first few waves of Beloveds) will allow you to come out of that fight with a much higher score than you otherwise would, and can easily dictate how the rest of the Verse will go; come out of this fight with a very low score and making up points will be extremely difficult →□ 04. Make sure to finish the Applaud in the fighting section with a Torture Attack as you did in the previous Verse, as this one also drops a Broken Witch Heart.

Blast through several more waves of enemies and you will trigger a fight with three Inspired. In this Verse, as Combo Points are more valuable than Magic, it is worthwhile pumping four or five missiles into each Inspired to get the Multiplier as high as you can. Each of the enemies will take its turn attacking you with its Fireballs, so while you are waiting to Evade this attack, make sure you are shooting at one of the other two to keep the Multiplier going →□ 05. Only once you get the final Inspired down to around half of its health should you stop using missiles and finish it off with your gun to retrieve some Magic.

After another couple of enemy waves, two Kinships will spawn ahead of you and immediately begin charging their Beam attack →□ 06. The beams will cross in the centre of the screen at whatever height you were at, so it is best to Evade them either up or down. You won't have much time to kill these enemies before they disappear, so make sure to fire off a few missiles into each one as quickly as you can. After a couple more waves of enemies you will be out of the tunnel and will soon see large archways





rising up out of the water in the distance. You will need to fly beneath the arches while shooting at the enemies, but beneath each arch is a curtain of water that is briefly obscuring your view. You should therefore ensure that you follow the enemy movements as you pass beneath one, to continue shooting at it until you can see again. After passing under a few of these arches, you will reach the final boss for this Verse.

You'll now have to get past Temperance, and this time he's not alone. His primary attack involves raising both his arms and firing his Missile Strike attack out of each hand. During this time, legions of Decorations will come flying onto the screen from either side and begin circling around the lower half of Temperance's body while firing at you. Because he raises his arms so high when he uses this attack, you will be totally safe as long as you remain in the lower two thirds of the screen. This can make dodging the attacks of the Decorations quite awkward, but remember that you can fly right down to the surface of the water, which should give you just about enough space. While dodging their attacks you should also be constantly firing at the Decorations, as they are an excellent source of Magic.

The other attack that Temperance will use is his Eye Lasers, which you can easily see coming, as he will rear back his massive body for a huge build-up of energy just before the attack commences. On Normal and Hard it is worth staying in the centre of the screen and waiting for the beam to move up to your position, and then use a well timed Evade to enter Witch Time. This will give you a brief window in which to fire some quick shots at his head as the attack ends, but you will need to stay exactly in the middle, as there is only a small opening to fire into. As you won't have Witch Time on Non Stop Climax, you will be better off just avoiding the attack by moving in a circular movement around the screen.

You will be able to score damage on Temperance by shooting directly at his head, which will often be obscured by his hands or arms. It is especially important to make sure that you have a clear shot at him when using your missiles to avoid wasting precious Magic. When he starts charging his Eye Lasers attack, it will be the perfect time to use them. Keep firing off missiles and shooting at his head when you get the chance, and Temperance will soon be defeated.

04/37

VERSE 3: JEANNE WANTS TO PLAY

	Normal				Hard				Non Stop Climax			
Time	16:00	13:20	10:40	08:00	18:00	15:00	12:00	09:00	21:00	17:30	14:00	10:30
Damage	3,000	2,000	1,000	0	6,000	4,000	2,000	0	6,000	4,000	2,000	0
Combo	900	1,710	2,520	4,950	1,100	2,552	4,004	8,360	600	852	1,104	1,860

Angels

Normal, Hard & Non Stop Climax

Jeanne lvl 3 (1)

Normal & Hard

After making it across the ocean alive, you will find yourself on a rooftop near your final destination in a showdown once again with Jeanne. The rooftop area for this fight is quite small and narrow, so there will not be much room to manoeuvre, making this a very up close and personal fight. Use the normal methods for attacking Jeanne, such as lots of or Tetsuzanko



and Barrage Switch combos when you get the chance, with the occasional shot with so that you keep the Multiplier $\rightarrow$ 01. Once you have taken down three quarters of her first health bar, the camera will start panning up and away from the rooftop; do not stop attacking and Evading at this point, as the fight is still continuing. The camera will keep panning out until you can see that the building you are on has started to collapse and, only when you are totally unable to see your character, can you take a breather and watch the cutscene.

When it is over, you will be standing on the side of another building and Jeanne will be in her final form (for full details and strategies on Jeanne's forms see the Angels chapter). During this fight Jeanne will rely heavily on her Katana, and always finishes a combo when she has started. As you should be familiar with

those combos from using Shuraba, you should take advantage of the situation and let her complete the combo so that you can Evade the Wicked Weave on the end into Witch Time and land a few combos of your own. →□ 02

On top of her Katana, Jeanne will also be able to summon rockets similar to the one you used to arrive on the island, and direct them so that they fly straight into you. You will know this attack is coming when you see Jeanne strike a pose with her arm in the air, after which she will snap her fingers and shout "Burn." As soon as you hear this, turn your camera to point it directly at Jeanne, as the rocket will always come from behind her. Watch the rocket approach and, as it gets close, have your fingers ready on the **○** and **△** buttons, because just before it hits you there will be a very small window in which you will be able to initiate a counter. →□ 03

After successfully starting the counter, Bayonetta will grab the rocket, turn round and then throw it back towards Jeanne. As she is no slouch, she will catch the rocket and throw it back to you, at which point you will again get the chance to use **○** and **△** and send it back to her. This exchange will happen several times and will speed up as you keep winning until eventually Jeanne will miss, and the rocket will hit her and inflict serious damage.

Keep chopping away and countering her rockets, and once you have taken down roughly another three quarters of one of her health bars, Jeanne will leap away from the building onto one of the rockets and fly directly at you. Once it gets close you will have a small window in which to complete a QTE with **△** and **×** to jump and land safely on the rocket yourself →□ 04. While on the rocket you can continue to fight Jeanne as usual, but because it is flying through the streets and turning fairly frequently, you may have to adjust the camera a great deal more than usual to ensure that you stay focused on Jeanne. Keep fighting until you have taken down the remainder of her blue health bar and you will trigger another QTE. In this one you also have to press **△** and **×**, which will cause you to jump off the rocket you are on before it impacts with a building, and land on a different one. →□ 05

This short fight is exactly the same as the section before the QTE, so continue fighting until you've taken down about a third of her next health bar, at which point you will trigger a short scene where Bayonetta and Jeanne both leap from the rocket onto a nearby rooftop. This is the final setting for the fight; a fairly open area with a wall at the back that you can Witch Walk up as the moon is still out. Continue fighting Jeanne as you have been doing (which is made slightly easier as there are no more rockets to worry about), and take down her final health bar to finish her off for good.

Non Stop Climax

The fight plays out the same way on this difficulty level, but because of the loss of Witch Time you should focus heavily on Parrying Jeanne's attacks to create openings for your own attacks. As the Platinum combo requirement is much lower on this difficulty, you could also equip the Evil Harvest Rosary to sneak in some free damage when you choose to Evade. As indicated by the increased Platinum time limit, it will be a long fight with you having to rely on chip damage to slowly take down her health, but keep persisting with the Parries and she will soon fall.

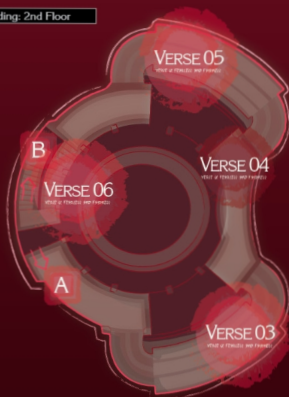


CHAPTER XV A TOWER TO TRUTH

Ithavoll Building: 1st Floor



Ithavoll Building: 2nd Floor

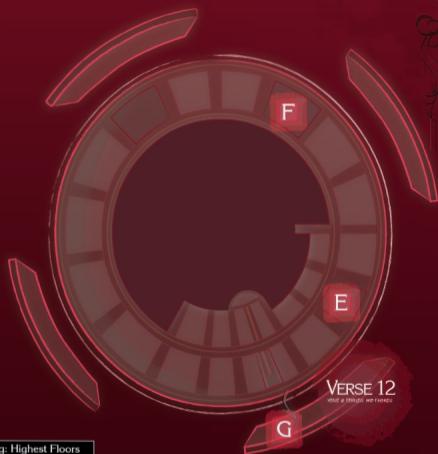
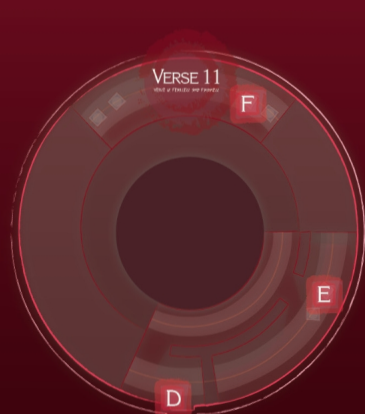


Ithavoll Building: 3rd Floor



Ithavoll Building: 4th Floor





Ithavoll Building: Highest Floors



VERSE 1: HIDDEN BATTLE

	Normal				Hard				Non Stop Climax			
Time	02:40	02:14	01:47	01:20	03:00	02:30	02:00	01:30	02:40	02:14	01:47	01:20
Damage	1,500	1,000	500	0	3,000	2,000	1,000	0	4,500	3,000	1,500	0
Combo	1,000	2,100	3,200	6,500	1,100	2,552	4,004	8,360	700	1,092	1,464	2,660

Angels	
Normal, Hard & Non Stop Climax	Fairness (1), Fearless (1)

Normal & Hard

The two statues in the lobby of the tower house the enemies for this Verse, and to start it you will need to break them open. Each statue will take four attacks to break it open, so walk to the one on the right and hit it with a single  attack. Then you should use a   combo on the statue. If executed correctly the first three attacks will break open the statue and you can then hit the Fearless while it is spawning with a powerful Durga Bomb and a Veeve Launcher. → □ 01

As soon as you and the enemy are up in the air, use an  to keep the Multiplier going and then land and use the   combo. If Fairness is still close by, try to angle the combo so that it hits both enemies at the same time. There is, however, a strong possibility that it will have backed away. If this is the case, keep an eye out for its Fireball attack, so that you can Evade into Witch Time and continue your assault on Fearless.

After that opening flurry of attacks, Fearless should not have much life left, so continue hacking away, and then finish it off with a Torture Attack after taking its health down as far as possible. Immediately use a couple of shots with  on Fairness to make sure you keep the Multiplier, and it shouldn't be long before it uses one of its Fireball attacks again. Once it does, Evade into Witch Time and use a Barrage combo. Keep up the pressure with constant attacks and Evades to make sure that you kill it well within the Platinum time requirement, but try to save your Magic by not using a Torture Attack unless you think it is absolutely necessary for reaching the Platinum combo rank.

Non Stop Climax

Start the fight off the same way you did on the other difficulty levels, but his time use a   combo rather than the Launcher, because the Platinum combo requirement is much lower so you can afford to kill Fearless quickly. The final hit in that combo should send Fearless flying into the wall and also deal some damage to Fairness at the same time. Fire off a few shots with  to make sure you keep the Multiplier going, and then move over to Fearless and attack it with a quick combo and use a Parry if it tries to attack. Once you've taken its health down a little more, finish it off with a Torture Attack.

Since you killed the first enemy so quickly, you can afford to spend a little bit of time Parrying back Fairness's Fireballs to further increase your Multiplier before moving in and killing it off using some launching combos.



VERSE 2: FIERY COMBAT

	Normal				Hard				Non Stop Climax			
Time	02:20	01:57	01:34	01:10	03:20	02:47	02:14	01:40	02:40	02:14	01:47	01:20
Damage	1,500	1,000	500	0	3,000	2,000	1,000	0	4,500	3,000	1,500	0
Combo	1,000	2,100	3,200	6,500	1,100	2,552	4,004	8,360	1,100	2,552	4,004	8,360

Angels	
Normal, Hard & Non Stop Climax	Decoration (10), Burning Ardor (2)

Normal & Hard

Run up the stairs, triggering the Decorations to spawn, and immediately use a   combo. The Bombs on the end

of each  attack should take out a few Decorations, so while you are performing the combo, try to move around the area so that the next Bomb will go off near a couple of them.



Once they are all dead, switch to Durga and start attacking one of the Ardors with a   combo. If you equip both these weapons you won't have to worry about the flames surrounding each Ardor, which definitely makes the fight easier in this cramped stairway. Keep using the combo and Evading as required into Witch Time and, provided you land the Bomb on the end frequently to avoid reducing the points you are earning, you should easily be able to kill them off quickly and exceed the Platinum requirements. →□ 02

Non Stop Climax

Kill off the Decorations in the same way you did on the previous difficulty levels, but without Witch Time the Ardors can be much trickier. You will have to rely on a lot of Parrying to create opportunities to attack. Also,



while the Ardors still have their shields, they will Parry many of your attacks, so you will normally only be able to land one  hit until the shield is broken; you should then be able to continue the combo as usual.

The sheer amount of Parrying, along with the fact that you will be unable to use shots from  as you usually would (while they have their armour), may make it very difficult to keep the Multiplier going in this difficulty level. If you have just gone through a series of Parries, you should target the nearest Ardor and use a quick move such as Stiletto to make sure you keep the Multiplier, as it is faster than the standard  attack with these weapons. If you do lose the Multiplier, make sure to pick up the Sword Angel Arm that the first Ardor you kill will always drop. Landing a few  hits with this weapon on the remaining Ardor can really make the difference to your overall score, and ensure you still attain the Platinum rank.

VERSE 3: HAMMER TIME

	Normal				Hard				Non Stop Climax			
												
Time	01:40	01:24	01:07	00:50	02:40	02:14	01:47	01:20	02:40	02:14	01:47	01:20
Damage	1,500	1,000	500	0	3,000	2,000	1,000	0	4,500	3,000	1,500	0
Combo	800	1,376	1,952	3,680	800	1,376	1,952	3,680	500	650	800	1,250

Normal, Hard & Non Stop Climax

As you run down the narrow corridor, Braves will begin to spawn at the rear until there are three of them. If you let the original three merge or kill one of them, a forth and final one will appear. Run up to the first one as it is spawning and use a     combo. You should be able to get the entire combo off before it attacks, and the last hit will inflict massive damage on the enemy. Use the same combo again straight away while the other two Braves are still spawning, and you should be able to kill the first one before they can attack you. Once it dies, it will drop its Angel Arm, so use a quick  shot to keep the Multiplier going and then pick it up.



Get into position near two of the Braves and wait for one of them to attack you so that you can enter Witch Time. Now use the  attack with the weapon you picked up at an angle that allows it to hit both enemies →□ 03. Once the attack has ended, Evade an attack into Witch Time again and use another  attack as your final move with the Angel Arm. On Non Stop Climax you should still use the Hammer Angel Arm, but you might have to use a Parry to Stagger one of the Braves before you use the  attack. If you are having trouble landing the  attack, you could use the  attack on that difficulty level, since the Platinum requirement is much lower.

If you were hitting both enemies in Witch Time with this attack, you should have scored more than enough Combo Points to hit the Platinum rank and have probably killed or very nearly killed both Braves. If you are sure that your combo points are high enough, dispatch the remaining Brave with a couple of Tetsuzankos, or use the combo from the start of the Verse if you want some more points. The final Brave you kill should also drop its weapon, so make sure you pick that up before continuing.

Power
Rank
44



VERSE 4: HIDDEN BATTLE

	Normal				Hard				Non Stop Climax			
Time	03:40	03:04	02:27	01:50	05:20	04:27	03:34	02:40	05:20	04:27	03:34	02:40
Damage	1,500	1,000	500	0	3,000	2,000	1,000	0	4,500	3,000	1,500	0
Combo	1,000	2,100	3,200	6,500	900	1,710	2,520	4,950	400	430	560	800

Normal, Hard & Non Stop Climax

The enemies in this Verse are once again encased within statues that you will need to break open. Run past the first statue you come to in the area, and continue to the one to the left of the large door. Lock on to the statue, and then do **3+3** three times; make sure you get the Launcher every time to avoid wasting the Angel Arm that you brought with you. As soon as the third one hits, Evade backwards to avoid getting hit by Gracious as it bursts out of the statue, and then immediately use the **3** attack with the Angel Arm on it. **3+3 01**

The very first hit may miss while Gracious is in the air, but it should fall directly into the rest of the attack, which is where the good damage and Combo Points are to be earned. If the last few hits landed cleanly, they should Stagger it long enough so that you can use a second **3** attack with the Angel Arm. If Gracious is still moving around after the first attack, wait until after you have Evaded or Parried one of its moves before using the Angel Arm **3** attack, but try and keep it cornered at the top of the corridor so that Gracious doesn't get involved.

After both of these attacks its health should be low enough for you to finish it off with a Torture Attack and then pick up the



Angels	
Normal, Hard & Non Stop Climax	Gracious & Glorious (1)

Claws he drops. Now all you need to do is wait for a small opening after you have Evaded one of Gracious's attacks, and then use the **3** attack with the Claw to take down most of its health and increase your Multiplier enough to ensure the Platinum rank. If it looks like the attack is going to kill it, cancel out of it with an Evade and then get in the last couple of hits in normally with Shuraba, as this will make Gracious drop another Angel Arm. Pick this up and then proceed to the next Verse.



VERSE 5: FURY IN THE HALLS

	Normal				Hard				Non Stop Climax			
Time	02:40	02:14	01:47	01:20	04:00	03:20	02:40	02:00	06:20	05:17	04:14	03:10
Damage	1,500	1,000	500	0	3,000	2,000	1,000	0	4,500	3,000	1,500	0
Combo	800	1,376	1,952	3,680	400	480	560	800	700	1,092	1,484	2,660

Normal, Hard & Non Stop Climax

Get up close to the Joys as they are spawning, and start shooting at them with **3** to encourage them to attack so you can Evade into Witch Time. Start attacking one of them with the **3** combo of Gracious's Angel Arm **3+3 02**. You should be able to land the entire combo in one instance of Witch Time and, as soon as it is over, you should use some **3** shots to ensure you keep the Multiplier while you wait for another chance to Evade into Witch Time, to allow you to use the Angel Arm combo again. On Non Stop Climax you will need to substitute Witch Time for a Parry as usual to give you the window to land the Angel Arm combo.



Angels	
Normal, Hard & Non Stop Climax	Joy (2)

Both combos should leave one Joy with a small amount of health left, and this is the perfect time for you to finish it off with a Torture Attack.

Make sure you keep the Multiplier going again with **3**, and then look for an opening to attack the final Joy with a Barrage combo; losing the Multiplier in this Verse even once could be enough to make you fail to reach the Platinum combo rank. Don't kill the second Joy with a Torture Attack unless you think you urgently need the extra Combo Points, as this will save you some Magic.

VERSE 6: SAVAGERY ON THE STAIRS

	Normal				Hard				Non Stop Climax			
												
Time	02:40	02:14	01:47	01:20	06:20	05:17	04:14	03:10	06:40	05:34	04:27	03:20
Damage	1,500	1,000	500	0	3,000	2,000	1,000	0	4,500	3,000	1,500	0
Combo	1,000	2,100	3,200	6,500	1,100	2,552	4,004	8,360	1,100	2,552	4,004	8,360

Angels	
Normal	Enchant (5), Grace & Glory (1)
Hard & Non Stop Climax	Enchant (5), Gracious & Glorious (1)

Normal

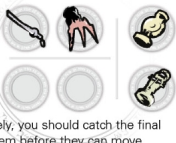
Run straight up to the Enchants as soon as they spawn and start attacking the one on the left using a  combo → 03. Try to angle the combo so that when the Wicked Weave on the end comes out, it does not hit any of the other Enchants. This full combo is enough to kill an Enchant and also score you a large number of Combo Points, so continue using it on each of the remaining enemies. Avoiding hitting surrounding enemies with the Wicked Weave of the combo will ensure that you can extract the maximum number of points from this first fight.



Once the last Enchant is dead, Grace & Glory will begin to spawn in. Time a Witch Twist Attack so it connects on Grace the instant it has fully materialised → 04. Follow up with an **air** , and then use a Torture Attack straight away to kill it. Pick up the Angel Arm and use the  on Glory after Evading one of its attacks into Witch Time, but cancel it before it kills him, and use regular attacks to kill it to make it drop its Angel Arm.

Hard & Non Stop Climax

The Enchants on these difficulty levels all drop down onto the same spot in the centre of the staircase, so if you are quick you can catch the first wave of three with a    combo and kill them all $\Rightarrow$ 05. If you start the same combo again immediately, you should catch the final two as they drop down and kill them before they can move.



Glorious will normally spawn near the top left-hand corner as you look at the area from the stairs you used to get there, so try to position yourself such that you can trip and launch it straight away by timing the last two hits of a ㊄㊄㊄㊄㊄ combo. Use a quick air combo and Tetsuzankō if required to reduce its health enough to kill it quickly with a Torture Attack. Use the ㊄ attack with the Claw Angel Arm as on Normal, use an Evade to cancel out of the attack before it kills Gracioso, and then finish it off with regular attacks so that it drops its Angel Arm.



VERSE 7: HELLO THERE

	Normal				Hard				Non Stop Climax			
Time	02:40	02:14	01:47	01:20	03:00	02:30	02:00	01:30	02:20	01:57	01:34	01:10
Damage	1,500	1,000	500	0	3,000	2,000	1,000	0	4,500	3,000	1,500	0
Combo	700	1,092	1,484	2,660	500	650	800	1,250	300	336	372	480

Angels	
Normal	Spear Affinity (5)
Hard & Non Stop Climax	Burning Affinity (5)

Normal

This Verse begins with Temperance breaking through the outer wall of the tower and then poking his head in to get a closer look at Bayonetta → 01. You cannot actually attack him at this point, however, and he will only use his Missile Strike attack which you should have no trouble Evading. Temperance will continue taking out sections of the wall along the corridor as you make your way down it, so transform into the Panther and run down as fast as you to get ahead of him.

Near the end of the corridor, five Spear Affinities will spawn, and you should use a Torture Attack on one of them as soon as you are within range. Exchange the Claw Angel Arm for the Spear on the ground and use its attack straight away on the remaining Affinities. If any are still alive after that, finish them off with regular attacks to end the Verse, and then pick up the Claws once again and continue up the stairs.

Hard & Non Stop Climax

The only difference on these difficulty levels is that the Affinities are Burning, so you might need to use the Spear Angel Arm's attack form slightly further away to avoid being hit. A second Torture Attack and Angel Arm attack may also be required to finish off the enemies, since it is unlikely that you will be able to hit them all with the first attack. Since the move generally restores more Magic than it takes to use a Torture Attack, it's worth using even if there are only a couple of enemies left.



VERSE 8: THE BIG GUNS

	Normal				Hard				Non Stop Climax			
Time	04:20	03:37	02:54	02:10	06:20	05:17	04:14	03:10	04:40	03:54	03:07	02:20
Damage	1,500	1,000	500	0	3,000	2,000	1,000	0	4,500	3,000	1,500	0
Combo	600	852	1,104	1,860	500	650	800	1,250	500	650	800	1,250

Angels	
Normal, Hard & Non Stop Climax	Temperance (1)

Normal, Hard & Non Stop Climax

There is a large window on the exterior wall of this corridor, and as you run down it you will start to see Temperance flying just outside. Once you get about halfway down the corridor, Temperance will punch through the window and then retreat back to a safe distance and begin firing missiles into the building. As you are unable to attack him directly, you will have to rely upon the tower's defence cannons mounted on a small ledge just outside the corridor.

Jump out onto the ledge and walk up to one of the cannons and press to climb into it. While inside it, any of the attack buttons will fire the cannon. The cannon has infinite ammo and never overheats; you can also Evade as normal at any time. As with previous incarnations of this enemy, you will only be able to damage it by hitting it directly in the face, and as your cannon shots will have some drop off because of the extreme range, you will need to aim roughly at his neck to hit the face below. The cannon shots can also be used to take out the missiles that Temperance fires, and you can also Evade these into Witch Time on Normal and Hard, so it is worthwhile letting one through every now and then and Evading so that you can use the Witch Time to get some extra shots in.

Temperance has the ability to use two different types of Missile attack in this Verse. The first one has him fly up slightly and then raise one arm and fire missiles upwards before raising the other

arm and repeating the action. The missiles from this attack will fly up a little way before arcing directly towards your locations, and are spread out over a large area, so you'll need to aim the cannon quite high to hit them as early as possible.

For the second Missile attack, Temperance will fly to the side with his arms level, while firing a tight cluster of missiles from each hand. Because they are close together it is much easier to shoot down the missiles in this attack, providing you fire at them as soon as you can. The last attack Temperance has up his sleeve is a variation of his Eye Beam attack, which is signposted as usual by the large build-up of energy. Monitor the build-up closely, because just before the attack starts the surrounding energy will disappear; this is your cue to Evade. You will need to use two Evades to escape the massive blast or alternatively you can exit the cannon and Parry the attack.

If you manage to land enough shots on the face of Temperance in a short period of time you will be able to Stagger him briefly, which will give you a small window to land even more shots while he is immobile → 02. This Stagger will also knock him out of any of his attacks, so if your aim is good enough you can

stop him using the Beam attack altogether. Once you have taken down his entire first health bar, Temperance will draw his arm back and then deliver a powerful punch directly at the cannon you are in, so use a well timed Evade to escape the attack. The cannon, however, will not be so lucky and will be totally destroyed, so you'll need to run along the ledge to the other one and then continue attacking him until you finish off his second and final health bar.



VERSE 9: ALFHEIM PORTAL

	Normal				Hard				Non Stop Climax			
Time	02:53	02:45	02:38	02:30	06:34	06:09	05:45	05:20	08:00	07:30	07:00	06:30
Damage	1,200	800	400	0	1,200	800	400	0	1,200	800	400	0
Combo	1,700	6,902	12,104	27,709	2,700	23,112	43,524	104,760	1,100	2,552	4,004	8,360

Alfheim Portal

Defeat all the Angels before the time expires! However, Witch Time has been disabled!

Normal	03:00	●●●●●●●●
Hard	06:00	●●●●●●●●
Non Stop Climax	07:20	●●●●●●●●

Normal

At first you will fight three Burning Affinities, along with one Ardor. As you kill each Affinity, another will spawn in to take its place so that there are always three and this will carry on until you have killed three of them, at which point another Ardor will spawn. If there are two Ardors on the field, there will only ever be two Affinities. If you kill both Ardors early enough, then you will have to fight four Affinities at a time.



Use a long Taunt straight away to get some Magic until the enemies get close to you. When they do, start attacking with a 4444 combo, since you don't have to worry about the enemy's flames and keep it up until you have one full bar of Magic → 03. If you are having trouble Evading the enemy's attacks once they close in on you, back away and then use 66+14 to do a Stiletto into them with a Bomb on the end → 04. The Bomb is fairly weak, but you are mainly after Combo Points and Magic at this point.

Angels	
Normal	Burning Affinity (9), Burning Ardor (2), Grace (2)
Hard	Burning Affinity (8), Burning Ardor (5), Fairness (1)
Non Stop Climax	Burning Ardor (5), Joy (3)



Once you have enough Magic, use a Torture Attack on one of the Spear Affinities, and then pick up the Angel Arm and move away to a safe distance. Use the  attack with the Spear when the enemies are still outside their attack range to prevent them from disrupting your attack. You should get enough Magic from this to use another Torture Attack on an Affinity and repeat the process. Keep this sequence up, and you will soon kill off all the enemies and easily hit the Platinum combo requirement.

As you should already have enough Combo Points, you can concentrate on taking out both Graces as quickly as possible. Switch to the B weapon set, and when they begin to spawn, use a  combo and try lining up the attack so that the Bomb hits both of them when it explodes. $\Rightarrow$ 01. If one of them survives, knock it down straight away with a quick Heel Stomp, and then use the same combo again. If you want extra combo points, simply finish the first one off with a Torture Attack and then use the  with its Angel Arm on the remaining one.

Hard

The start of the battle on this difficulty level proceeds almost identically to Normal, except that one of the Affinities has been replaced by an Ardor. You can use dual Durgas to attack the enemies at the start, but using Kilgore will increase your Multiplier much more quickly, and you should be able to get it to 9.9 by the time you have built up enough Magic to use your first Torture Attack on an Affinity. Use the Spear Angel Arm's  attack on the group and, as the Multiplier is already so high, the points will really start flying in. If there are any Affinities remaining, you should Torture Attack and use their Angel Arm again while the Multiplier is still high; if they are all dead, switch back to Kilgore and finish off the Ardors with it.

Because you may frequently need to reposition when using Kilgore, you will have to make heavy use of  shots on the Affinities to make sure you keep the Multiplier up. Once the first wave has been killed, two more Ardors and a Fairness will spawn at the back of the area. Use some Durga Bombs to take down their health while they are still spawning, and then finish off any that are sufficiently weakened with Torture Attacks. Fairness spawns in the central position, and you should try to make sure that it is the main target of the Bombs to kill it quickly. Since it is not on fire, if you do not inflict enough damage with the Bombs, you should quickly run in and use a swift Shuraba combo to reduce its health enough for the Torture Attack.

If you are out of Magic against the Ardors, you should get some distance from them and use a  combo so that the enemies move into the blast radius of the Bombs. A slightly slower way of doing this would be to simply use Kilgore as you did at the start of the fight.

Non Stop Climax

There will be a maximum of three Ardors to fight at any one time, and as you kill one off, another will drop in to take its place until all five have been killed. The best method of dealing with the enemies here is at a distance using the  combo $\Rightarrow$ 02. This will allow you to keep the enemies Staggered to stop them from attacking as frequently, and it will also allow you to score a large number of Combo Points to easily exceed the Platinum combo requirement. If they get too close at any time, just Evade into the

Panther, run to the other side of the area and start firing again from safety. $\Rightarrow$ 03

You should be able to build up a large quantity of Magic, so you may want to use a Torture Attack on one or two of the Ardors when you get their health below half to speed things up $\Rightarrow$ 04. When the Ardors are defeated, the Joys will appear in a triangle formation near the back of the area; switch to your B weapon set and use a  combo while trying to position the Bombs so they hit two or three of the Joys. If you have enough Magic, you should then finish off the weakened ones with Torture Attacks and use a Firebomb combo to kill any that still have a high level of health.

04.40



VERSE 10: FURTHER IN

	Normal				Hard				Non Stop Climax			
Time	04:20	03:37	02:54	02:10	08:20	06:57	05:34	04:10	09:00	07:30	06:00	04:30
Damage	1,500	1,000	500	0	3,000	2,000	1,000	0	4,500	3,000	1,500	0
Combo	500	650	800	1,250	600	852	1,104	1,860	300	336	372	480

Angels	
Normal, Hard & Non Stop Climax	Justice (1)

Normal & Hard

While you are running up the elevator shaft at the start of this Verse you should transform into the Panther and make sure that you stick to the small metal strip in the centre to avoid being hit by the falling elevators on both sides. As you near the top of the shaft, Justice will come crashing in from the side, and while you can continue moving up and down the shaft, you will be unable to leave and Justice will simply follow your movements.



As soon as Justice moves close enough to you, Jump towards it and start attacking its head using the ❷ combo of the Claw Angel Arm, which you should still have. This weapon will inflict heavy damage and really help get the Multiplier up in this fight. Pay close attention to the tentacles and Evade their attacks accordingly (see the Angels chapter for a full breakdown of the moves). Then use a quick ❸ shot to keep the Multiplier up.

If you see Justice gain its head right in, prepare to Evade once it lunges forward again, as this is your only chance to enter Witch Time. Keep attacking it with the Angel Arm until it breaks, and then start using a few Tetsuzankos. If you do not have the Angel Arm, you should use a Barrage combo to inflict heavy damage on the enemy while scoring enough points to ensure you get the Platinum rank.

Once it is down to one fifth of its health, the head will get Stunned and collapse onto the ground; when you see this happen, Jump up onto the head immediately. After the short scene, transform into the Panther and start running up the long neck while Evading the spinning blades as you go. Once you are close enough and have exposed the core, use a very quick ❹ to finish it off for good.

Non Stop Climax

Without Witch Time to land your combos on this difficulty level, you should try to get up close to the boss and then use an air Barrage combo. Most of the enemy's attacks are fairly easy to anticipate, so you should be able to Evade safely even at point blank range. If you are having trouble with doing that, however, just hang back and use a lot of Weave Tetsuzankos as the Platinum combo requirement is so low on this difficulty. → ❶ 05



VERSE 11: HIDDEN BATTLE

	Normal				Hard				Non Stop Climax			
Time	02:40	02:14	01:47	01:20	03:20	02:47	02:14	01:40	03:40	03:04	02:27	01:50
Damage	1,500	1,000	500	0	3,000	2,000	1,000	0	4,500	3,000	1,500	0
Combo	900	1,710	2,520	4,950	700	1,092	1,484	2,660	500	650	800	1,250

Normal

This Verse will not officially start until you have hit one of the enemies, so wait for them to fully spawn and then begin Taunting them to encourage them to attack. Evade into Witch Time and attack the group with some quick combos until you have enough Magic to use a Torture Attack to kill one of them. Use a quick burst with ❸ to keep the



Angels	
Normal	Burning Affinity (6)
Hard & Non Stop Climax	Joy (2)

Multiplier going, and then after Evading another attack into Witch Time, use the ❹ attack with the Spear to take out the remaining enemies. If anything managed to survive after this, use some Tetsuzankos to kill them quickly.

Hard

Run straight towards the Joys once they spawn. One of them will always attack as soon as you get within range, so be ready to Evade this attack into Witch Time and then use a combo → 01. If done correctly, this combo should damage the Joys enough so that you can kill it straight away with a Torture Attack. Wait for another chance to enter Witch Time against the remaining Joy and then finish it off with a couple of combos for the extra combo points.

Non Stop Climax

These Joys frequently spend a lot of time in the highly aggressive Sword Style, so you may find it beneficial to take off the Gaze of Despair for this Verse if you have been using it. You should still aim to land a Fire-bomb combo, but without Witch

Time you will need to be very careful. While you are inputting the combo, you should be buffering in multiple Parries just in case the Joy tries to attack. Once you get the health down on one of them, you should kill it quickly with a Torture Attack and then finish off the second one normally to save some Magic. → 02

**VERSE 12: HIDDEN BATTLE**

	Normal				Hard				Non Stop Climax			
Time	03:00	02:30	02:00	01:30	04:20	03:37	02:54	02:10	05:00	04:10	03:20	02:30
Damage	1,500	1,000	500	0	3,000	2,000	1,000	0	4,500	3,000	1,500	0
Combo	300	336	372	480	400	480	560	800	200	212	224	260

Angels	
Normal	Burning Affinity (4)
Hard & Non Stop Climax	Joy (2)

Normal

The area in this Verse is made up of large stable platforms which are there constantly with other smaller platforms that appear for a short time before fading away and then return after a while. You will know a small platform is about to disappear because it will begin to glow, so if you are on one when that happens make sure you quickly move to a different platform → 03. Time is your main enemy in this Verse, as the enemies are located on the large platforms, which means you must traverse the gap in between them via the smaller ones. To save as much time as possible, make sure that you use the Panther when you are running across the large platforms.

Thankfully, with such a low Platinum combo requirement no fancy combos are needed, and you can concentrate on killing the Affinities quickly. Move around the area until you come to the first set of two enemies and either Evade one of their attacks into Witch Time and then use regular combos to kill them off, or use dual Durgas in Fire Mode with a combo to take them out. → 04



Once they are dead, continue around the area until you reach the next set of two enemies and kill the first one in the same way, but make sure that you kill the final enemy with a Torture Attack so that you can take the Angel Arm into the next Verse.

Hard

Wait for the first Joy to attack so that you can Evade into Witch Time. Start attacking straight away with a good scoring Shuraba combo before switching to some Damned Souls to kill it off quickly. Once it is dead, make your way round the area to the next Joy and use the same combos on that one.



Non Stop Climax

You can still use the same tactics to kill the Joys on this difficulty level, but without Witch Time it may take a few attempts before you can land the full combo. Thankfully, the combo requirement for a Platinum rank is much lower here, so if you are having trouble landing the combo you should try using Tetsuzankos instead. Be careful when using this move, however, as it can knock the enemies off the platform if you catch them in the air, and this will kill them outright and cost you valuable Combo Points.



VERSE 13: AN OCCULT DEVICE

	Normal				Hard				Non Stop Climax			
Time	03:40	03:04	02:27	01:50	05:00	04:10	03:20	02:30	07:00	05:50	04:40	03:30
Damage	1,500	1,000	500	0	3,000	2,000	1,000	0	4,500	3,000	1,500	0
Combo	600	852	1,104	1,860	900	1,710	2,520	4,950	300	336	372	480

Angels

Normal, Hard & Non Stop Climax Golem (1)

Normal

This Golem can access all its forms, so be careful when you are near it and prepare to Evade quickly in case it uses its Centipede form. Wait for it to attack, Evade into Witch Time, and then Jump towards the exposed core and use the attack with the Spear. This move will inflict massive amounts of damage on the enemy and give you more than enough Combo Points to reach the Platinum requirement. Keep the attack going for as long as you can to pick up some extra damage; only Evade out of it when you see the Golem start an attack. It should have very little health left at this point, so just wait for your chance to Evade into Witch Time again and take down the rest of its health with normal air combos, and then finish it off with the Climax Attack. → □ 05



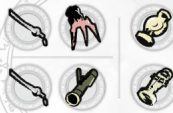
Hard

Wait for your chance to Evade one of the different forms into Witch Time and then use either a normal or air Barrage combo, depending on where the exposed core is. As soon as the combo has finished, make sure you use a quick shot with to ensure you keep the Multiplier going, because losing it even once will cost you the Platinum combo rank. It should only take two or three of these combos to take down all its health, so take advantage of your chances the moment they present themselves and then finish it off with the Climax Attack.



Non Stop Climax

The normal Non Stop Climax method of dealing with a Golem by equipping Durga in Fire Mode and then using After Burner Kicks with Bombs on the end to attack the core will also work here. Alternatively, you could combine this technique with the same sequence you used on Hard and make use of the Barrage combos.



This time, however, you should try and attack the Golem with the After Burner Kick Bombs while it is still in dormant sphere state to weaken its structure enough that it loses integrity, and literally falls apart and becomes Stunned. While it is Stunned, you can Jump in and use an air Barrage combo to easily meet the Platinum combo requirement on this difficulty level and inflict heavy damage on the enemy. Repeat this process once or twice to take down the last of its health and then finish it off as usual with a Climax Attack.



VERSE 14: ANGELIC LIFT

	Normal				Hard				Non Stop Climax			
Time	02:00	01:50	01:40	01:30	03:40	03:04	02:27	01:50	01:35	01:30	01:25	01:20
Damage	1,500	1,000	500	0	3,000	2,000	1,000	0	4,500	3,000	1,500	0
Combo	400	480	560	800	400	480	560	800	300	336	372	480



Angels	
Normal, Hard & Non Stop Climax	Prudence (1)

Normal & Hard

This Verse takes place in another elevator shaft, but this time there are no falling elevators to contend with, so simply make your way up as quickly as you can in the Panther. After running up the shaft for a short while, Prudence will come crashing in with such force that it causes the building to start collapsing →□ 01. As soon as the cutscene ends, start attacking normally until Prudence attacks, and then Evade into Witch Time. Use a Barrage combo while still in Witch Time to inflict massive damage to the enemy and get your Combo Multiplier up significantly. When the combo is over, use a couple of quick shots with ↵ to keep the Multiplier while you move in and start the sequence again. Keep repeating these two steps and it won't be long before the beast is defeated.



As the fight progresses you will have to make sure you keep advancing up the elevator shaft to keep clear of the crumbling building below you. Once Prudence is dead, there will be a short cutscene showing it falling off the tower, after which the area below you will begin to explode and flames will start shooting up towards you →□ 02. As soon as you regain control, transform into the Panther and start running away from the inferno; keep running until you reach a large window at the top, which you will smash through to end the Verse →□ 03. If you don't run from the flames quickly enough, they will engulf Bayonetta, which will result in an instant game over, so move as quickly as you can and don't stop under any circumstances!

Non Stop Climax

As the Platinum combo requirement is much lower on this difficulty level, all you need to do is attack it with Weave Tetsuzankos as soon as you start the fight →□ 04. You may need to Evade forward after each one, as the move will often send the enemy reeling backwards out of range of a follow-up attack unless you do this. After Evading, you should also use a few shots with ↵ to give you a little more time to get into range for your next Tetsuzanko. Each one deals massive damage to this foe and it should only take about four or five to kill it off.



04.42

EPILOGUE REQUIEM

VERSE 1: VROOM, VROOM!

	Normal				Hard				Non Stop Climax			
Time	01:40	01:24	01:07	00:50	01:40	01:24	01:07	00:50	02:00	01:40	01:20	01:00
Damage	1,500	1,000	500	0	3,000	2,000	1,000	0	4,500	3,000	1,500	0
Combo	200	212	224	260	0	0	0	110	0	0	0	110

Angels	
Normal, Hard & Non Stop Climax	Harmony (5), Kinship (1)

Normal, Hard & Non Stop Climax

When the Verse starts you will be driving up a rocket as Jeanne on her motorbike with a group of Harmonies right on your tail. Because you are driving into the camera it may be difficult to actually spot the enemies, but luckily your gun has excellent lock-on properties; simply hold down any of the attack buttons and Jeanne will automatically target the enemies behind her. For some extra firepower you can even try tapping one of the other attack buttons while holding one down, as this will increase your rate of fire.

In this first section of the rocket you should not move around too much, as this may cause you to miss some shots on the Harmonies, so just hold your ground and keep shooting until all of them have been killed. Shortly after the Harmonies have been killed →□ 05, the Kinship will arrive, so keep your finger on the fire button to make sure you start shooting it as early as possible. Once it has arrived, the Kinship will go through a series of three attacks and then fly away, so you only have a very small window in which to kill it.

The first attack it will use is its Cannon, which you can Evade by simply moving from side to side while continuing to shoot →□ 06. The second attack is the missile Strike, and is by far the most crucial attack and the key to getting the all-important Platinum Combo rank. When you see this attack begin, make sure you are in a fairly open section on the rocket, as you do not want any of the missiles to be destroyed prematurely by debris.

Wait for one of the missiles to get near you, and then time your Evade so that you can enter Witch Time on Normal and Hard and then start shooting the Kinship as quickly as possible. The extra Combo Points that you obtain while in Witch Time on Normal are vital to getting the Platinum rank and, if you miss this opportunity, it is unlikely that you will be able to reach it. On Hard and Non Stop Climax, the Platinum combo requirement is low enough that you can reach it easily just by shooting and Evading normally.

It will use its Shot on the third attack, which can either be avoided by driving around the rocket away from it, or by using multiple quick Evades to avoid each hit, although this will not allow you to enter Witch Time →□ 07. After this attack or once you have killed it, there will be a short cutscene, and the Verse will end.



VERSE 2: MAGICAL RIDE

	Normal				Hard				Non Stop Climax			
Time	02:00	01:40	01:20	01:00	02:20	01:57	01:34	01:10	02:00	01:40	01:20	01:00
Damage	1,500	1,000	500	0	3,000	2,000	1,000	0	4,500	3,000	1,500	0
Combo	0	0	0	30	0	0	0	30	0	0	0	30

Normal, Hard & Non Stop Climax

This second driving section is much more lenient on the combo requirement and, thanks to the sheer amount of enemies, you should have no trouble hitting the Platinum rank. The enemies themselves will be scattered around the rocket covering all sides of it, although there is no real need to veer very far from your original position. The first group of enemies you come to will be the Trumpet Affinities, so watch for their Battle Trumpet attacks coming at you from a distance, and time an Evade so that you can enter WitchTime off one of them. Use this time to clear out any enemies ahead and pick up some extra Combo Points along the way.

Once you have made it past the Affinities, you will come to the next section of the rocket, which is full of Joys who will constantly be using their Laser Wall Attack. The Laser Walls come in a three-part formation; two of them coming from the rocket diagonally and one of them forming a horizontal crossbar between

Angels	
Normal, Hard & Non Stop Climax	Trumpet Affinity (48), Joy (24), Beloved (4)

them. While this may look like a complicated attack to navigate, it is actually very simple; on either side of a flat section on the rocket there is a small gully which you can drive up, and this is perfectly positioned to avoid both the diagonal and the horizontal Laser Walls → 01. Once in here you won't need to spend any extra time moving around and can safely pass by all the Joy's attacks while concentrating on shooting them.

After the Joys comes the Beloveds, each which has taken up a position on one of the flat areas on the rocket. As soon as they come into view you will see them winding up their attack, but provided you stay in the gully, the attack will miss you completely. Shortly after the Beloveds, you will come to a QTE sequence in which you will be required to press **X** when prompted to safely Jump between falling pieces of the rocket and make it to the next Verse → 02. If you fail even a single one of these, it will result in a game over and you will have to replay the Verse.



VERSE 3: RIDE ON

	Normal				Hard				Non Stop Climax			
Time	02:00	01:40	01:20	01:00	02:00	01:40	01:20	01:00	02:20	01:57	01:34	01:10
Damage	1,500	1,000	500	0	3,000	2,000	1,000	0	4,500	3,000	1,500	0
Combo	0	0	0	30	0	0	0	30	0	0	0	30

Normal, Hard & Non Stop Climax

The start of this final Verse has groups of Enchants using their Rush attack down the rocket directly at you. They don't take many shots to kill, and if they get too close you can Evade the Rush attack into Witch Time to allow you to kill off some of the enemies in the distance. After making it past a few waves of Enchants, an Inspired will come flying down the rocket directly at you, so you'll need to Evade to the side to get out of the way safely. A second Inspired will follow soon after, and you can avoid its attack in the same way.



Angels

Normal, Hard & Non Stop Climax

Enchant (32), Inspired (3)

Shortly after this, time will become dilated into permanent Witch Time, and then a third Inspired will attack you, so Evade to the side to make it past safely. A time limit has also appeared, so you will need to complete this section as quickly as possible. Once you are past all the enemies, there will be another series of QTE Jumps over more debris to make it to the next section. This time the first QTE is with **+** and **X** and then the rest are **X** only. As previously, if you miss one of these Jumps or if the time limit expires, it will result in a game over and you will have to retry the Verse.

VERSE 4: A MAD DASH

	Normal				Hard				Non Stop Climax			
Time	02:40	02:14	01:47	01:20	03:00	02:30	02:00	01:30	03:00	02:30	02:00	01:30
Damage	1,500	1,000	500	0	3,000	2,000	1,000	0	4,500	3,000	1,500	0
Combo	200	212	224	260	0	0	0	110	0	0	0	110

Angels

Normal

Decoration (16)

Hard & Non Stop Climax

Dear (4)

Normal, Hard & Non Stop Climax

The ground beneath you in this Verse will begin as a golden colour and then begin to turn grey and start to crumble away behind you, so make sure that you are always checking the ground to make sure it is safe to stand on. The colour change can happen very quickly, so there will be little warning that a section is about to fall away. If you happen to find yourself suddenly on a section that is doing this, make sure to transform instantly into the Lynx and Jump forwards to make it back to safety. The Lynx is the best way to travel in this Verse when you are not attacking, as it is the best method of staying ahead of the crumbling floor → **03**. If you are on one of the falling sections and don't manage to make it back to safety, you will continue falling and eventually burn up in Earth's atmosphere, resulting in a game over.

After running up the area for a short while, you will begin to see a flock of Decorations coming into view and as soon as you get close enough to them, instantly start attacking them with Tetsuzankos. The extra points you'll get from using this move will greatly help towards the Platinum rank. Continue moving up the area while attacking the Decorations until you are sure you have

enough points, and then transform into the Lynx and carry on as quickly as possible. When you are fighting, however, try not to get too far ahead of the Decorations, as they may be unable to catch up and you will have lost your chance to attack them. Although you are fighting Dears and not Decorations on Hard and Non Stop Climax, you can still use exactly the same tactics against them, and because the Platinum combo requirements are much lower, you will not have to get many hits in at all.

When you are about halfway through the Verse you will trigger a short cutscene, after which meteors will begin to rain down. The area in which a meteor will strike is clearly signposted by a glowing circle on the floor, so continue running as quickly as you can and just run around one of these when you come to it. Make it safely to the base of the statue, and you will have completed the Verse.



VERSE 5: ALFHEIM PORTAL

	Normal				Hard				Non Stop Climax			
Time	04:02	03:51	03:41	03:30	05:32	05:11	04:50	04:30	09:28	09:02	08:26	07:50
Damage	1,200	800	400	0	1,200	800	400	0	1,200	800	400	0
Combo	500	650	800	1,250	500	650	800	1,250	300	336	372	480

Alfheim Portal

Defeat all the Angels before the time expires! Enemies can be defeated using Wicked Weaves!

Normal 04:20

Hard 05:00

Non Stop Climax 08:40



Angels	
Normal	Spear Affinity (4), Flail Affinity (4), Trumpet Affinity (2), Spear Applaud (1), Bow Applaud (1), Fairness (1), Fearless (1), Ardor (1)
Hard	Spear Affinity (2), Flail Affinity (1), Spear Applaud (2), Fairness (1), Grace & Glory (1), Joy (3)
Non Stop Climax	Gracious & Glorious (1), Fearless (1), Joy (2), Beloved (1)

Normal

Keep at a distance from the first enemies, and make heavy use of with Angel Slayer to attack them. To speed things up, Evade away out of the final Wicked Weave to cancel the animation, which will enable you to get back into position for the next attack much more quickly.



The second wave of enemies consists of two Flail and two Trumpet Affinities, along with a Bow Applaud, so you should continue attacking in the same way using lots of . Once you have killed a couple of the Affinities, two fresh Spear Affinities will arrive to take their place. Once a third enemy is killed, the Ardor will appear.

As long as you are keeping up the pressure with constant attacks, none of these enemies should pose any threat. Once all these enemies have been killed, Fairness & Fearless will appear at the same time in the centre of the area. You should have been able to save up plenty of Magic by this point, so move to the side of one of these enemies and then start using Tetsuzankos in rapid succession. If you angle them correctly, you should be able to hit both enemies with each attack and, if you are quick enough, you can kill them before they can even move. Should one of them survive or get out of the attack range, simply switch back to using when you run out of Magic to finish it off.

Hard

Kill off the group of Affinities and Applauds that spawn at the beginning with a series of combos. If you managed to keep the Multiplier going while killing them off, you should have been able to score enough points already to reach the Platinum combo rank.



When Grace & Glory spawn along with the Fairness, try to use two or three quick Tetsuzankos to kill off either Grace or Glory. With one of them out of the way, you should have no trouble taking out the last two enemies in this wave with as usual. Since you should have a fair bit of Magic saved up again at this point, as soon as the Joys spawn, start using Weave Tetsuzankos until your Magic runs out. That should be enough to kill off at least one or two of them, so simply finish off the remaining enemies with yet more .

Non Stop Climax

Try to land the final hits from a couple of combos with Angel Slayer while Gracious & Glorious are still spawning to weaken one of them before they start to move → ☐ 01. You will need to do a lot of running around in Lynx form to create enough room to get off even a short combo like against these fast moving enemies. Thankfully, the Platinum combo requirement on this difficulty level is so low that you never even have to worry about keeping the Multiplier going. To make the fight a bit easier, make sure you do not have the Gaze of Despair equipped, so that the enemies are less likely to attack you.

To replace the Gaze of Despair, use something like the Eternal Testimony, as even the small amount of extra Magic it gives

you will help you land some extra Weave Tetsuzankos. Keep Evading and using against Gracious & Glorious until you have killed them. When the two Joys and Fearless spawn in, use a quick from the side of one of the Joys so that the Wicked Weave on the end also hits the Fearless in the middle, and then follow up with quick Tetsuzankos until your Magic runs out.

Mop up the remainder of this wave of enemies with more , and then the giant Beloved will Jump down into the middle of the area → ☐ 02. As it is the giant version, be wary of its Meteor Strike and Shot attacks. The Meteor Strike, however, does render the giant motionless, making it an easy target for your combo or Tetsuzankos. The large, slow enemy has surprisingly low health, so it will only take a few solid hits to kill it off, and providing you stay out of range of its kick attacks, it is quite an easy fight on which to end the battle. → ☐ 03

04 43

VERSE 6: THE BIG BANG

	Normal				Hard				Non Stop Climax			
Time	26:40	22:14	17:47	13:20	31:20	26:07	20:54	15:40	33:00	27:30	22:00	16:30
Damage	3,000	2,000	1,000	0	6,000	4,000	2,000	0	6,000	4,000	2,000	0
Combo	2,500	18,750	35,000	83,750	2,400	16,800	31,200	74,400	1,300	3,666	6,032	13,129

Angels	
Normal, Hard & Non Stop Climax	Jubileus (1)

Normal, Hard & Non Stop Climax

In this Verse you will finally be doing battle with the resurrected Jubileus. For a complete strategy on how to take on such a God, please check the Angels chapter. → ☐ 04



VERSE 7: WRAPPING UP

	Normal				Hard				Non Stop Climax			
Time	01:25	01:20	01:15	01:10	00:56	00:54	00:52	00:50	00:52	00:50	00:48	00:46
Damage	1,500	1,000	500	0	3,000	2,000	1,000	0	4,500	3,000	1,500	0
Combo	1,300	3,666	6,032	13,129	2,500	18,750	35,000	83,750	1,500	5,100	8,700	19,500

Angels	
Normal, Hard & Non Stop Climax	The Remains of Jubileus (1)

Normal, Hard & Non Stop Climax

During this Verse you will have a very short time in which to destroy the falling remains of Jubileus before they can impact with Earth → ☐ 05. All your attacks will have Wicked Weave properties, and you should use either focused combos such



as  when you are trying to destroy a single section, or one like  if you need to cover a larger area. It is best to work your way up the statues, making sure that each area is fully destroyed before you move up to the next to avoid any potential backtracking.

The camera will always maintain its focus on the statue, which means you will be able to circle around it if required, but this should rarely be the case. Stick to lateral movement as much as possible and only fly up or down to get within range of a statue section, as this will help you keep track of your progress. This will also help to keep your attacks aligned on the statue, and make sure they are always within range, allowing you to get the maximum number of hits possible. You will know your attacks are connecting when you begin to see the shade of the statue change colour. It starts out as a light grey and progressively darkens as it takes damage until it is destroyed $\rightarrow$ $\square$ 01. The statue's key weak points are clearly visible in the form of small glowing areas, so keep an eye out for them as you move along the statue and use them as the targets of your attacks. $\rightarrow$ $\square$ 02

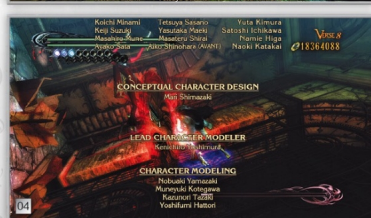
You can still Evade as you normally would, which will come in handy when you are trying to save time, as you can still use it to cancel out of an attack when a section has been destroyed, to move on more quickly to the next one. Cutting down the time between combos will also help reach the Platinum combo requirement, which can be quite tricky if you lose your Multiplier too often. Using  as usual can also help to keep the Multiplier going if needed. Once all the large sections have been destroyed,



the small chunks of debris will burn up harmlessly in the planet's atmosphere and the Earth will be safe once again.

VERSE 8: LET THE CREDITS ROLL

	Normal				Hard				Non Stop Climax			
												
Time	01:00	00:50	00:40	00:30	01:00	00:50	00:40	00:30	01:00	00:50	00:40	00:30
Damage	1,500	1,000	500	0	3,000	2,000	1,000	0	4,500	3,000	1,500	0
Combo	0	0	0	30	0	0	0	30	0	0	0	110



Angels	
Normal, Hard & Non Stop Climax	Jeanne (1)

Normal, Hard & Non Stop Climax

This battle is almost identical to the flashback fight with Jeanne way back at the beginning of Chapter II, so once again you will have to do battle without any additional weapons, and this time you have much less time in which to defeat her.

Thankfully, there is also a much lower combo requirement for the Platinum rank, so you won't need to try and pull off anything too tricky. If you do not kill her within the thirty seconds, you will fail the Verse and no rank will be recorded, so be as aggressive as possible.

Use a lot of Dodge Offset  to inflict some good damage while staying relatively safe and then, once you have enough Magic, start working in some Wicked Weave Tetsuzankos to finish her off $\rightarrow$ $\square$ 03. If you have the Moon of Mahaa-Kalaa equipped, get in close once you have the Magic to entice Jeanne to attack you, so that you can Parry and use the opening to get in a quick Tetsuzanko $\rightarrow$ $\square$ 04. Keep up the pressure and constant attacks, and Jeanne will soon be defeated.



VERSE 9: LET THE CREDITS ROLL

	Normal				Hard				Non Stop Climax			
Time	01:00	00:50	00:40	00:30	01:00	00:50	00:40	00:30	01:00	00:50	00:40	00:30
Damage	1,500	1,000	500	0	3,000	2,000	1,000	0	4,500	3,000	1,500	0
Combo	200	212	224	260	200	212	224	260	200	212	224	260

Normal, Hard & Non Stop Climax

As in the previous Verse, if you fail to kill all the enemies within the thirty second time limit, you will automatically fail the Verse, so even though there are only a couple of enemies, you should still be as quick as possible. You come equipped with two weapon sets for this Verse, with Shuraba and Onyx Roses being one, and Durga with Kilgore taking the second spot. Since you are going for speed, it's best to stick with Shuraba and use a lot of to kill the enemies as quickly as possible.



Angels	
Normal, Hard & Non Stop Climax	Spear Affinity (3), Spear Applaud (1)

Try to stay as far away from your body as you can, so it can avoid sustaining any damage, as this fight takes place on the Spirit Plain and, if possible, attack the enemy group from the far left or right-hand side, so that your Wicked Weaves will hit a couple of them simultaneously → 05. This will come in especially useful when the Applaud appears, as it will allow you to inflict heavy damage on it while also finishing off the Affinities. → 06



VERSE 10: LET THE CREDITS ROLL

	Normal				Hard				Non Stop Climax			
Time	01:00	00:50	00:40	00:30	01:00	00:50	00:40	00:30	01:00	00:50	00:40	00:30
Damage	1,500	1,000	500	0	3,000	2,000	1,000	0	4,500	3,000	1,500	0
Combo	500	650	800	1,250	1,000	2,100	3,200	6,500	800	1,376	1,952	3,680

Normal, Hard & Non Stop Climax

In this final Verse you will be done battle alongside Jeanne against a large wave of enemies. You will have thirty seconds to kill off all the enemies to complete the Verse, and all your attacks will have Wicked Weave properties. The only weapons available to you are Scarborough Fair, and as the enemies appear right in front of you, you should start using a combo as soon as you begin. Try to keep the group lined up so that you are hitting as many of them as possible, and keep repeating the combo until they are dead, which will cause the Beloved to appear. Continue attacking this enemy as quickly as you can with the same combo and you should easily kill all the enemies in time and obtain the final Platinum rank. → 07



Angels	
Normal, Hard & Non Stop Climax	Spear Affinity (1), Flail Affinity (1), Spear Applaud (1), Bow Applaud (1), Beloved (1)







Angels

Chapter 4

ANGELS

Chapter 4

Angels come in many forms, some of which can be very deceptive. Regardless of their angelic appearance, they are always the enemy, and this chapter is all about knowing your enemies. The key to style and success in Bayonetta is in understanding each enemy's attacks, and being prepared to counter in the best way possible. Here, every attack is explained in detail, every counter is uncovered and enemy behaviour is analysed and laid bare. You'll not only find out how to kill each Angel easily, but how to do it while racking up incredibly high scores in the process.

ABOUT THIS CHAPTER

Each and every enemy in the game is covered in detail here. The first section analyses regular Angels, the second one reveals Boss information. Since each Boss fight is also a Verse, we have added the grade requirements here.

02 Punish Attacks

Bayonetta has Punish attacks that are specific to the Affinity, Applaud and Ardor Angels. The tables provided will list the possible Punish attacks for these Angels, and you'll find full details on each one in the Combat Guide.



01 Torture Attacks

The Torture Attack type for each regular Angel will be described in the tables provided. Various Torture Attacks are possible on the Affinity, Applaud and Ardor Angels. These attacks depend on the situation and are also detailed in the tables provided.

Boss Data	05	06	07	11
10,000 HP	10,000 HP	10,000 HP	10,000 HP	10,000 HP
20,000 HP	20,000 HP	20,000 HP	20,000 HP	20,000 HP
30,000 HP	30,000 HP	30,000 HP	30,000 HP	30,000 HP
40,000 HP	40,000 HP	40,000 HP	40,000 HP	40,000 HP
50,000 HP	50,000 HP	50,000 HP	50,000 HP	50,000 HP
60,000 HP	60,000 HP	60,000 HP	60,000 HP	60,000 HP
70,000 HP	70,000 HP	70,000 HP	70,000 HP	70,000 HP
80,000 HP	80,000 HP	80,000 HP	80,000 HP	80,000 HP
90,000 HP	90,000 HP	90,000 HP	90,000 HP	90,000 HP
100,000 HP	100,000 HP	100,000 HP	100,000 HP	100,000 HP

Angel Data

Angel Data	05	06	07	08	09	10
Applaud A	3,500 HP	4,000 HP	4,500 HP	5,000 HP	5,500 HP	6,000 HP
Applaud B	4,500 HP	5,000 HP	5,500 HP	6,000 HP	6,500 HP	7,000 HP

07 Weight

The enemy's weight determines whether or not Launcher attacks work. Lightweight enemies can be launched into the air any time you like, medium weight enemies can only be launched by Wicked Weaves or during Witch Time, and heavyweight enemies cannot be launched at all.



03 Attack Data

Data is also provided for each attack an enemy possesses. The damage the attack deals on each difficulty setting is stated, along with information on whether the attack can be Parried (PA) or if it grants an instance of Witch Time (WT) when Evaded.

04 Enemy Data

Various data about each enemy will be presented in the Enemy Data tables. The example shows the categories of data, and each is explained here:

05 Health Points

Total life energy of each enemy type is displayed here.

06 Halos Dropped

This is the total number of Halos an enemy drops upon death. Most normal enemies will drop Halos directly on the ground for you to collect. Bosses, however, award Halos on the Verse Result Screen.

06 Snare

Here the conditions for applying Kulsheara's Snare technique are detailed. A coloured icon means, you can snare them. Lighter enemies can be Snared at your leisure, heavier weight and armour make Snaring more difficult.

09 Freeze

This signifies whether or not an enemy type can be Frozen with Odette. Certain enemy types such as the Decorations are too weak to sustain a Freeze, while others are far too powerful to submit to such trickery. A coloured icon means, that you can freeze them.

10 Angel Arm

This is the angelic weapon the creature in question has in its possession. Performing a Torture Attack or (in some cases) killing the enemy will cause the weapon to be dropped for your collection. Press **RT** when near an Angel Arm to pick it up and attack with the techniques detailed in the Angel Arm Data tables.

11 Number of Health Gauges

Several Bosses have more than one full Health Gauge. The number on the green bar indicates how many.

Affinity C

Affinity

Third Sphere Angels

AFFINITY

Third Sphere Angels

Affinity E

Affinity D

Affinity C	5,000 HP	200							Battle Horn
Affinity D	2,000 HP	200							Flail
Affinity E	2,000 HP	200							Angelic Spear

*Witch Time or flame shield down

Torture Attacks



Punish Attacks



*2nd leg sweep must connect.

Witch Walk Failure: During any Witch Walk sequence, if you completely remove the armour of an Affinity, Applaud or Ardor, he will eventually fall over when struck. Once they fall, they will lose concentration and their gravity-bending power will fail. Press [L] next to an Angel while he's clinging on for dear life to pick him up, and then press [R] again to throw him at his comrades. → □ 01



AFFINITY A & E ATTACKS

Technique	WT / PA	NRM	HRD	CMX
Horizontal Swing	● / ●	200	400	600
Vertical Swing	● / ●	200	400	600
Whirlwind Strike	● / ●	200	400	600
Aerial Horizontal Swing	● / ●	200	400	600

Horizontal Swing

When close to an Affinity, they will often use this sideways strike in an attempt to catch you off guard → □ 01. It's important to note that every Affinity weapon strike is preceded by a specific phrase the Angel will speak when the attack begins. This attack is no different, so use the sound as a cue to Evade; this will even allow you to judge unseen attacks.

Note: this attack can be used on the ground or in the air. In either case, the cue for the attack is identical.

Vertical Swing

The Vertical Swing sees the Affinity raise his staff high above his head before crashing it down directly in front of him. Again, listen closely to the phrase the Angel utters as the attack animation commences, as this is your cue to Evade or Parry!

Whirlwind Strike

This attack has the largest striking range of the Affinity Type A's techniques. Twirling his staff in a figure-8 movement, the Angel will leap directly at Bayonetta and deliver an overhead blow → □ 02. An Affinity will usually perform this technique if Bayonetta is out of range of his Vertical or Horizontal Swing. Due to the jumping action the Affinity applies to this technique, it is capable of striking Bayonetta while she is in the air!



AFFINITY B ATTACKS

Battle Trumpet

The Affinity will sound a rousing melody before firing a burst of sonic energy directly at Bayonetta. Evading this energy burst just before it connects will activate Witch Time. Alternatively, you can equip the Moon of Mahaa-Kalaa and Parry the burst straight back at the attacker!

Technique	WT / PA	NML	HRD	CMX
Battle Trumpet	● / ●	400	800	1,200

AFFINITY C ATTACKS

Battle Horn

The fat Affinity Type C will unleash a devastating blast of sonic energy from his horn. This attack is both a blessing and a curse; the blast does not distinguish between friend or foe! → □ 03

The Affinity can easily clear whole the field with this one attack! The fact that other Affinity Angels can (and usually do) die from the blast is great if you don't want to get your hands dirty. If you are playing for top scores however, the massive loss in Combo Points due to the Type C doing the work for you will definitely scupper your high-scoring run. Take this guy out first if you don't want him spoiling your fun!

Technique	WT / PA	NML	HRD	CMX
Battle Horn	○ / ●	400	800	1,200





AFFINITY D ATTACKS

Flail

When in close range, this Affinity will spin his head before smashing it at his target → 04. Judging this attack is quite easy, since the attack animation always consists of three swings of the flail. Evade or Parry on the third swing.

Technique	WT / PA	NML	HRD	CMX
Flail	● / ●	300	600	900

SHARED ATTACKS

Claw Swipe

A wide horizontal claw lunge is the most basic attack in an Affinity's arsenal. Regardless of the Angel Arm the Affinity is equipped with, the Claw Swipe is a technique that he can always call upon. The Affinity will utter an angelic phrase as he draws his

Technique	WT / PA	NML	HRD	CMX
Claw Swipe	● / ●	100	200	300

hand back behind his body to prepare the strike; consider this an audio cue to signify that an attack is imminent.

STRATEGY



Affinities love to overwhelm opponents with their sheer numbers; they will surround Bayonetta and will strike frequently. A good opening strike to use when faced with a group of Affinities is a single Kick

→ 05. This kick is capable of Staggering a number of these Angels at once. Once you have them immobilised, pick on a single Affinity with a Barrage attack to increase your Magic, and go for a Torture Attack as soon as you can. Aim to grab the Angelic Spear weapon and use its wide range attack to wipe out the group.

Affinity E

Striking these Angels directly will result in burn damage from their flame shields. Counter this by either equipping Durga in

Fire mode to both sets of limbs, or using Shotgun Blasts from a short distance away with the Onyx Roses → 06. The impact of the Shotgun Blasts will make it difficult for the Burning Affinity Angels to get a chance to retaliate. Use the Dodge Offset system to fire Shotgun Blasts while cueing up Wicked Weaves.

Red HotTip! Activating Witch Time will remove the damage-dealing properties of the flame shield. If you're quick, you can attack with a Barrage combo to build your Magic.

Cowgirl Spin

Once you have Kulshedra in your arsenal, an easy scoring method presents itself. You can Snare these Angels without taking damage. Swinging an enemy with the Cowgirl Spin to damage his comrades will earn you very respectable Combo Points. → 07

Score Card
00/44

Applaud A

Applaud

Third Sphere Archangels

APPLAUD

Third Sphere Archangels

Applaud B

Applaud A	3,500 HP						Bow Sword
-----------	----------	---	---	---	---	---	--------------

Applaud B	4,500 HP						Angelic Spear
-----------	----------	---	---	---	---	---	------------------

While still a member of the Third Sphere, Applauds are one step above Affinities and thus known as Archangels. Occupying the eighth position within the 9-level Angelic Hierarchy, Archangels are still considered close to the physical world, and often come into contact with humankind. It is said that devoted prayer on the part of believers can call upon a flock of Angels to come to their aid.

♙+♘ then ♙ in front of opponent



👤+🐦 then if 🐦 behind opponent



👤+🐦 then if 🐦 opponent in mid air



👊+👊 then if 🦿 opponent lying on ground

●●●●●



- if near downed opponent



if  after Uppercut or Wicked Uppercut,
 to activate Wicked Heel finish.

You've Been Naughty! Heavier Angels such as the Applaud B or the Ardor will not succumb to the Trip property of the     combo sequence, unless either Witch Time is applied or they are already on the ground.

Ardor

Third Sphere Principalities

ARDOR

Third Sphere Principalities

Ardor A



Ardor B



Ardor A 10,000 HP 400 [Shield] [Sword] [Sword] [Sword] [Sword] Great Sword

*Witch Time or armour destroyed

Ardor B 10,000 HP 400 [Shield] [Sword] [Sword] [Sword] [Sword] Great Sword

*Witch Time or armour destroyed

**Witch Time or flame shield down

The highest ranking member of the Third Sphere, Ardor are christened with the rank of Principalities. Presiding over the protection of the masses from evil spirits, they are equipped with a shield and armour of proof. Wielding the power of Paradiso on those who encroach upon happiness, Ardor are recipients of much adoration from those seeking salvation.

Torture Attacks



Iron Maiden

☛ then ☛ in front of opponent



Guillotine

☛ then ☛ behind opponent



Saint's Gallows

☛ then ☛ opponent in mid air



Eternal Grave

☛ then ☛ opponent lying on ground

Punish Attack



You've Been Naughty!

☛ ☛ ☛ ☛ ☛



He'll In High Heels

☛ near downed opponent



Ragdoll

☛ after Uppercut or Wicked Uppercut, to activate Wicked Heel finish.

* 2nd leg sweep must connect

ARDOR A & B ATTACKS

Horizontal Slash

The Ardur will shout an angelic phrase before swinging his sword in a wide arc. The words the Angel says are specific to this attack, so listen closely to what he says and learn to recognise these words as your cue to Evade and activate Witch Time.

Overhead Slash

This attack is first signposted by the Ardur holding his sword above his head. A large flux of energy will draw into the weapon before he violently slams it down. Evade when you see this visual cue to activate Witch Time, or Parry the attack to Stagger the Ardur just long enough for you to land a short Wicked Weave combo.

Great Sword Combo

The Ardur will charge ahead with his sword, deliver a forehead strike and then finish off with a spinning backhand. This attack is signposted by a specific phrase. Learn to recognise this phrase and be ready to Evade the opening charge immediately to activate Witch Time. If Witch Time is not available, you should Evade twice in succession and then pause before Evading again as the Ardur spins to prepare the third and final strike.

Jumping Slash

The Ardur will leap into the air and deliver a crushing blow with his sword. This attack is activated as a result of Bayonetta taking to the air; Jumping will always cause a nearby Ardur to employ the Jumping Slash. The striking part of the attack activates when the Ardur reaches the apex of his Jump, so Evade here to activate Witch Time.

This attack has a very strict activation range which is dictated by the altitude of the player. During an Aerial combo it is possible to increase your altitude beyond the maximum height of a double Jump (see Advanced Mêlée Techniques); this is the outer bound-

Technique	WT / PA	NML	HRD	CMX
Horizontal Slash	● / ●	200	400	600
Overhead Slash	● / ●	400	800	1,200
Great Sword Combo	● / ●	200 x 3	400 x 3	600 x 3
Aerial Assault	● / ●	300	600	900

ary of the Ardur's Jumping Slash range. From this point onwards, an Ardur on the ground will no longer attempt the Jumping Slash. He will simply stand there and wait for you to come down.

Enemy Behaviour

Whether you're in a state of Witch Time or not, the Ardur Angels cannot be Launched by the Uppercut or Kickflip/Death Spin. To get an Ardur into the air you need to employ Wicked Uppercuts, Wicked Punts or simply strike directly from the front during Witch Time with a single ☛ with Shuraba, Durga or Kulshedra equipped.

Aerial Combos

Once you've got an Ardur into the air, he will be completely defenceless against an Aerial combo assault. This enemy type is fantastic for when you want to experiment with extended Aerial combos. Due to his high HP and non-existent aerial defence, you'll be able to extend an Aerial combo ever upwards until he dies.

Deflect

Due to his shield and heavy armour, the Ardur is very efficient at deflecting incoming attacks. Upon deflecting one of Bayonetta's Mêlée Strikes, the Ardur will immediately counter with one of his close range attacks selected at random. Train yourself to always expect an incoming attack as soon as one of your own is deflected; this way you will naturally Evade or Parry the expected strike without having to concentrate on timing or attack cues.

→ ☐ 01/02

The chance of one of your attacks being deflected is determined by the amount of armour an Ardor has remaining. As you attack and damage this enemy he will gradually be stripped of his armour. When his health is low and his armour destroyed, he will no longer be able to deflect.

Red HotTip! The Ardor's ability to deflect is greatly reduced if you attack him from behind, regardless of armour condition.

Stagger

There is a guaranteed way to safely Stagger an Ardor after you've Parried one of his attacks. Simply allow the Ardor to stumble backwards for a moment after a Parry, and then throw a single 🗡️. This will wind the Ardor, giving you time to prepare a powerful attack. Another great method of immobilising the Ardor (especially a group of them) is to strike with a single instance of the Tetsuzanko with Shuraba equipped. The Wicked Slice activated by the Tetsuzanko has the same effect on the Ardor as a kick to the gut.

Red HotTip! Use the Advanced Dodge Offset technique to cue up 🗡️🗡️ combos with Shuraba to attack from a distance. This will trigger a succession of Wicked Slices, which will keep a group of Ardors Staggering around helplessly.



ARDOR A STRATEGY



NORMAL AND HARD After Evading an incoming attack to activate Witch Time, perform a Barrage combo such as 🗡️🗡️🗡️, and then immediately follow up with a Heel Stomp. This will ensure that the Ardor will stay down after the

combo, so you can concentrate on Evading another attack and then repeat the process.

NON STOP CLIMAX Fighting an Ardor one-on-one is a straightforward affair. Stagger him first by throwing a single 🗡️ or Shuraba Tetsuzanko, an then begin your combo attacks while he is immobile. As the Ardors have no defence whatsoever against Aerial combos, it is advisable to take full advantage of this, and attack with extended Aerial combos whenever possible.

Aerial Cycle

When facing two or three Ardors at once, you may find it easier to stay in the air. Equip Shuraba and begin the battle with a single

Wicked Slice, and then aim to launch the nearest Ardor with a Wicked Weave Launcher. Attack the Ardor with the Aerial combo of your choice until one of his comrades activates the Jumping Slash technique. As soon as you see this strike activate, perform a Witch Twist. This will Evade the incoming Jumping Slash and launch an Ardor back into the air. Perform another Aerial combo, then Evade with a Witch Twist when you see another Jumping Slash activate to repeat the process.

Keep this sequence going, and you'll be able to take care of the whole group while only having to Evade one type of attack.

04.45

Truly Wicked!

It is possible to trap an Ardor, completely robbing him of the ability to move or strike back. Give yourself an opening by first striking with a Shuraba Tetsuzanko or 🗡️🗡️ Wicked Slice. Then get close to the Ardor and perform the Durga Element Change Trap (see Advanced Mêlée Techniques). If you time each repetition perfectly, the Ardor will be trapped until you decide to release him.

ARDOR B STRATEGY

NORMAL AND HARD You can only strike without taking damage against Burning enemies if you have a full set of Durgas in Fire mode equipped. In all other cases you can either attack using Wicked Weaves from a distance, or Evade an attack into Witch Time, which will negate the damage effect of the flame shields for the duration.



Red HotTip! If you have Kulshedra in your possession, a great way to score decent Combo Points during Witch Time is to use the Cowgirl Spin. Aim to activate Witch Time while surrounded, then Snare and Cowgirl Spin any nearby Ardor to deal damage to any enemies within range.

NON STOP CLIMAX Without Witch Time, it is far safer to stand back and use 🗡️🗡️ Shuraba Wicked Slice activations. These strikes will Stagger the Ardor, allowing you to score hits with firearms or plant a Durga Damned Soul nearby.

Angels 2761, 2762, 2763, 2764, 2765, 2766, 2767, 2768, 2769, 2770, 2771, 2772, 2773, 2774, 2775, 2776, 2777, 2778, 2779, 2780, 2781, 2782, 2783, 2784, 2785, 2786, 2787, 2788, 2789, 2790, 2791, 2792, 2793, 2794, 2795, 2796, 2797, 2798, 2799, 2800, 2801, 2802, 2803, 2804, 2805, 2806, 2807, 2808, 2809, 2810, 2811, 2812, 2813, 2814, 2815, 2816, 2817, 2818, 2819, 2820, 2821, 2822, 2823, 2824, 2825, 2826, 2827, 2828, 2829, 2830, 2831, 2832, 2833, 2834, 2835, 2836, 2837, 2838, 2839, 2840, 2841, 2842, 2843, 2844, 2845, 2846, 2847, 2848, 2849, 2850, 2851, 2852, 2853, 2854, 2855, 2856, 2857, 2858, 2859, 2860, 2861, 2862, 2863, 2864, 2865, 2866, 2867, 2868, 2869, 2870, 2871, 2872, 2873, 2874, 2875, 2876, 2877, 2878, 2879, 2880, 2881, 2882, 2883, 2884, 2885, 2886, 2887, 2888, 2889, 2890, 2891, 2892, 2893, 2894, 2895, 2896, 2897, 2898, 2899, 2900, 2901, 2902, 2903, 2904, 2905, 2906, 2907, 2908, 2909, 2910, 2911, 2912, 2913, 2914, 2915, 2916, 2917, 2918, 2919, 2920, 2921, 2922, 2923, 2924, 2925, 2926, 2927, 2928, 2929, 2930, 2931, 2932, 2933, 2934, 2935, 2936, 2937, 2938, 2939, 2940, 2941, 2942, 2943, 2944, 2945, 2946, 2947, 2948, 2949, 2950, 2951, 2952, 2953, 2954, 2955, 2956, 2957, 2958, 2959, 2960, 2961, 2962, 2963, 2964, 2965, 2966, 2967, 2968, 2969, 2970, 2971, 2972, 2973, 2974, 2975, 2976, 2977, 2978, 2979, 2980, 2981, 2982, 2983, 2984, 2985, 2986, 2987, 2988, 2989, 2990, 2991, 2992, 2993, 2994, 2995, 2996, 2997, 2998, 2999, 3000



Beloved
Second Sphere Powers

BELOVED

Second Sphere Powers

Beloved A	15,000 HP	0,000		Great Axe*
*Angel Slayer Mode only				
Beloved B	15,000 HP	0,000		Great Axe
*Witch Time Only, no Cowgirl Spin				

Beloved C	15,000 HP	0,000		Great Axe
*Witch Time Only, no Cowgirl Spin				
Beloved D	15,000 HP	0		-

Beloved is a member of the Second Sphere class Powers, ranked sixth in the Angelic Hierarchy. Its status is more that of a spiritual being, but it is also burdened with destroying the enemies of Paradiso. While still considered amongst the lower classes of Angels, Beloved's power is of a far higher order than that of a

human, and even those with strong spiritual powers are seldom given the chance to meet this being. Excelling in combat, Beloved are known for brilliant exploits in demonic battles. A special water type Beloved appears in Chapter X, Verse 11 (5,000 HP, 500 Halos).

BELOVED A ATTACKS

Technique	WT / PA	NML	HRD	CMX
Kick Stomp	○ / ●	200	400	600
Turning Stomp	○ / ●	200	400	600
Grab and Crush	● / ●	100 – death	200 – death	300 – death
Backflist	○ / ●	300	600	900
Quick Fist Pound	○ / ●	300	600	900
Heavy Fist Pound	○ / ●	300	600	900
Axe Drive	● / ●	500	1,000	1,500
Shot	○ / ●	500	1,000	1,500
Meteor Storm	● / ●	500	1,000	1,500

This giant version of a Beloved is extremely rare. You will only encounter one or two of them throughout the entire game. When they do show up, however, their massive size will always make their presence felt.

Quick Fist Pound

The Beloved will bend down and deliver a quick jab at the ground. This attack has a very limited range, so you shouldn't worry about getting hit. Ensure you Evade anyway, as the resulting shock wave will leave you Staggered momentarily.

Heavy Fist Pound

This punch is signposted by the Beloved rearing up and drawing his fist back before slamming it down on the ground. The punch itself is exactly the same as the quick version; Evade the punch just before it hits to nullify the Stagger effect of the shock wave.

Axe Drive

The Beloved will grasp his axe in both hands, before driving it into the ground in front of him. Prepare yourself as he is raising the axe, and Evade just as he swings it to activate Witch Time.

Shot

Watch out for when the Beloved puts down his axe! He will stand with outstretched arms before firing a shot from his forehead. Evading this attack will not activate Witch Time, so the best course of action would be to Parry the beam to build up your Magic.

Meteor Storm

Beloved will plant his axe down and stand to attention, calling forth a huge barrage of meteors. As these projectiles rain from the sky, their impact points will be highlighted with glowing markers on the ground. Stay well away from these markers to avoid damage.

The meteors will always materialise from behind Beloved, so you can turn this attack to your advantage by standing very close in front of him, using his body as a shield. As soon as Beloved activates the Meteor Storm, Jump up to his chest and keep attacking to hold that position. Performing a Barrage attack while Beloved is pounded by the meteors is a great way of racking up Combo Points while inflicting heavy damage.



BELOVED A



BELOVED B



BELOVED C



BELOVED D

BELOVED B & C ATTACKS

Type B and C Beloveds are the most common ones you will come across during the course of the game. Just because they are smaller than their giant cousin doesn't mean they don't pack an equally powerful punch, particularly as they will often show up in pairs.

Axe Swing

A single radial axe swing, this attack is capable of dealing heavy damage to both Bayonetta and any other Angels on the field →□ 01. Listen to the phrase the Beloved utters as he swings the axe. This audio cue is specific to this attack, so learn to recognise it as your cue to Evade or Parry.

Red Hot Tip! Allowing Beloved to wildly swing his axe around the field will quickly clear out any other Angels in the vicinity. While this is great if you simply want rid of extra enemies, be aware that you will forfeit a great deal of Combo Points by allowing this to happen.



Technique	WT / PA	NML	HRD	CMX
Axe Swing	● / ●	500	1,000	1,500
Overhead Axe Swing	● / ●	500	1,000	1,500
Kick Stomp	○ / ●	200	400	600
Turning Stomp	○ / ●	200	400	600
Grab and Crush	● / ●	100 – death	200 – death	300 – death
Backfist	○ / ●	300	600	900

Overhead Axe Swing

The Beloved raises his axe above his head before slamming it down with devastating force. This attack can be Parried or Evaded in exactly the same way as the horizontal variation. The attack range of this technique is much narrower, but the overall speed is far higher, so pay close attention and move as soon as you hear the cue!

Red Hot Note! Both of Beloved's axe attacks are each signposted by a very distinctive audio phrase. Listen closely to this sound and learn to associate each one with its respective attack.

Kick Stomp

Standing close to Beloved's left foot will activate a surprisingly fast kick attack. The Beloved will kick Bayonetta with his left foot before slamming it down. This is a 3-part attack; the initial kick, the stomp and the resulting shock wave all have damaging properties. The Beloved will roar just before the initial kick executes, so use this as your cue to Evade or Parry. Note that the frequency of this attack increases once the enemy enters the Enraged status.

Turning Stomp

Standing behind a Beloved will trigger it to turn around while stamping its foot. Evade or Parry in exactly the same way as the Kick Stomp. Evading the Stomp itself just before it lands will ensure that Bayonetta passes safely through the resulting shock wave.

Grab and Crush

If Bayonetta is in close proximity to Beloved, he will attempt to grab her →□ 02. This grab attack can be executed regardless of whether you are in front of or behind the Beloved. Should you fall victim to this attack, very quickly shake ◆ and ◆ to break free of Beloved's grasp and counter-attack. Instant death awaits should you fail to break free of Beloved's grip.

Backfist

While directly attacking the orb on Beloved's back, you will find yourself subjected to either a Grab and Crush or this massive Backfist attack. The Beloved will roar just before the Backfist is executed, and this is your cue to Evade!

Stun

After a sustained barrage of quick attacks, the Beloved will be knocked to the ground where he will remain immobilised for a brief period. In this state, the creature's defence is severely restricted, to the point that it can even be launched into the air → □ 03. While a Beloved is Stunned, it's great fun to launch it with a (or similar) a couple of times before blasting him away with a or . Watch out when the Beloved recovers from a Stun. He'll damage you by lashing out as he gets up, so make sure you Evade as he gets to his feet!



BELOVED D ATTACKS

Beloved D is a special airborne version specialising in defence. This enemy is only encountered during the shooting sections in Chapter XIV.

Technique	WT / PA	NML	HRD	CMX
Flame Round	• / -	500	1,000	1,500

BELOVED A, B & C STRATEGY

NORMAL AND HARD

The key to fighting Beloveds is keeping up a constant string of Wicked Weave attacks. Stay within middle distance and concentrate on Evading the Axe Swing → □ 04. Once you've activated Witch Time, attack with a powerful combo such as to Heel Stomp to Tetsuzanko, then immediately follow up with a to unleash another Wicked Weave attack before Evading another Axe Swing and repeating the process.



series of Wicked Weaves by performing short preset combos such as , and then mix in Heel Stomp and Tetsuzanko to fill the gaps. Parrying an incoming Axe Swing will Stagger the Beloved just long enough for you to complete a . Follow this up with a Heel Stomp or Tetsuzanko to keep the flow going.

04.46

Angel Arm

The Great Axe dropped by the Beloved is extremely effective when used against other Angels of his kind. When fighting more than one Beloved, the first one you kill will drop a Great Axe. Ensure you fire a shot with to reset the Combo Multiplier before you grab it. Once you have the Great Axe in your possession, attack with an Aerial aimed at the remaining Beloved's head. The Great Axe will rip downwards through his body and earn you very respectable Combo Points.

Increase the Combo Multiplier!

Upon activating Witch Time, Stand directly underneath a Beloved and repeatedly execute the Shotgun Trap (see Advanced Melee Techniques). This attack will massively boost the Combo Multiplier, and just a few repetitions of this technique will Stun the Beloved, allowing you to earn massive points with a Barrage combo.

NON STOP CLIMAX

Use a similar tactic as per the Normal and Hard difficulty settings but shorten your combos. Keep up a

Red HotTip! The Shotgun Trap will still massively boost the Combo Multiplier even when Witch Time is not available. After Parrying a strike to Stagger a Beloved, rush directly underneath him and execute as many repetitions of the Shotgun Trap as possible before Evading his next attack.

Gigaton Action! Upon depleting the life gauge of a Beloved, you will be given the opportunity to perform a Gigaton Attack. Press when the "Climax" prompt appears, and Bayonetta will summon the Infernal Demon Gomorra. Rapidly tap to increase the intensity of Gomorra's chomping and the value of the bonus rewarded.



Braves

First Sphere Cherubim

BRAVES

First Sphere Cherubim



Braves

5,000 HP*

200**

1000

1000

1000

1000

War Hammer

*When combined to variant Beloved: 15,000 HP

Variant Beloved: 1,500 *With Time only, no Cowgirl Spin

It can be said that Braves are capable of carrying God upon their shoulders. Moving in groups of three, each Brave wears the halo of the Second Sphere Powers upon its head; when necessary, however, Braves can combine three of their bodies into one true form, a First Sphere Cherubim.

Boasting the most brute strength of all the inhabitants of Paradiso, an unknown number of evils have faced judgement at the hands of Braves.

ATTACKS

Hammer Swing

This is exactly the same technique as the Beloved's Axe Swing. The difference here is speed, since the War Hammer is smaller and lighter making for a slightly faster attack speed.

Kick Stomp

Due to the smaller size of the Braves compared to the Beloved, this version of the Kick Stomp is much faster! No Witch Time activation is possible via this attack, but you should still Evade as soon as you see the Brave move.

Turning Stomp

The Turning Stomp activation is triggered by you standing behind a Brave. Again, this is the same attack used by the Beloved, except faster.

Jumping Vertical Swing

This attack is usually executed when you are completely out of the Brave's Hammer Swing range. He will leap directly at you before crashing his hammer down. Start Parrying well in advance, or Evade immediately.

Henshin!

A troop of Braves are capable of combining and transforming into a bigger enemy (similar to the Beloved) at any point during battle. When combining, the Braves will first strike a pose → 01; if they miss-time their posing, the Henshin will fail. It is only when they strike a pose at the same time or within a brief moment of each other that the Henshin will complete. Once a set of 3 Braves combine, they will transform into a lightning-fast Cherubim, with increased attack power!

Technique	WT / PA	NML	HRD	CMX
Hammer Swing	● / ●	500	1,000	1,500
Kick Stomp	○ / ●	200	400	600
Jumping Vertical Swing*	● / ●	500	1,000	1,500
Henshin	- / -	- / -	- / -	- / -
Turning Stomp	○ / ●	200	400	600
Overhead Axe Swing	● / ●	500	1,000	1,500
Grab and Crush**	● / ●	100 - death	200 - death	300 - death
Backfist**	○ / ●	300	600	900

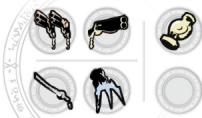
*Only used before combining into a Cherubim

**Only used after combining into a Cherubim

Note: Damage values for common attacks increase by 150% when a set of Braves combine into a Cherubim.



STRATEGY

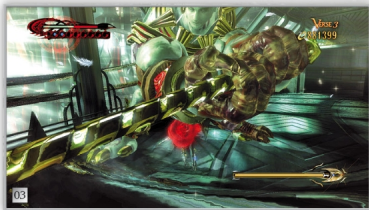


The key is to stay on the move when fighting Braves. Attack in the same manner as you would the Beloved, but use short Wicked Weave combos, such as 01. Each time you execute a Wicked Weave attack, Evade

immediately to dodge any incoming Hammer Swings, then start another short sequence. Fill any gaps with Heel Stomp or Tetsuzanko Wicked Weave attacks to keep the pressure on.

The tight formation of the Braves allows you to make effective use of Shuraba's Wicked Slice → 02. The high damage of this strike may make it difficult to achieve a good grade, however. If you want to increase the Combo Multiplier quickly, the Shotgun Trap works wonders – use this technique when the Braves are combining or after a Witch Time activation.

Allowing the Braves to combine into a Beloved is a great opportunity to score big, but the increased attack power of this variant Beloved adds a significant risk → 03. As with the Braves, keep the pressure on with short combos to activate frequent Wicked Weaves.



DEAR & DECORATIONS



With limited spiritual powers, this Angel is spotted comparatively frequently within the physical, human world. Dears, with their dignified faces, are surrounded by the countless childlike faces of their Decorations. Capriciously firing arrows, they are often mistaken for Cupid. It is said that one of their arrows, shot through the heart of a believer, can be as infatuating as the goddess of love.

Dear	1,500 HP	20	200	400	600	-
Decorations	250 HP	20	200	400	600	-
Dear & Decorations	1,500/250 HP	200	200	400	600	-

DEAR ATTACKS

Energy Ball

With a fiery red glow, the Dear's face will hideously split outwards and fire out a ball of energy. Parry this projectile to deflect it back at the attacker, or Evade at the last instant to activate Witch Time. →□ 01

Tackle

The Dear will rear up and emit an "energy charge" sound effect

Technique	WT / PA	NML	HFD	CMX
Energy Ball	● / ●	200	400	600
Tackle	● / ●	120	240	360

accompanied by a bright glow, before charging at you with a spinning attack. Evading this attack will activate Witch Time, so keep an eye out for that glow and be ready to dodge.

DECORATIONS ATTACKS

Tackle

The attack cue is a little "bell chime" sound effect, which sounds just as the Decoration is about to strike. Get out of the way as soon as you hear this sound. The attack range is limited, so simply moving a short distance away will cause the Decoration to miss.

Bite

Signified by a "heeheehee" sound effect, the Decoration will quickly float towards Bayonetta and grab hold of her. Quickly

Technique	WT / PA	NML	HFD	CMX
Tackle	● / ●	120	240	360
Bite	○ / ○	100, 50 ...	200, 50 ...	300, 50 ...

shake ● and ● to release its grasp. Note that the escape method used when you shake out of the Bite attack is dictated by your currently equipped Hand weapon. Shuraba, for example, will activate a wide range slicing attack after escaping.



DEAR & DECORATIONS ATTACKS

Energy Shield

When facing a complete Dear & Decorations set, the Dear will often throw up a large transparent shield, which will greatly increase its defence. Breaking down this shield should be your first priority when facing these enemies. The Bullet Climax with the Onyx Roses equipped will tear down the shield in no time. →□ 02

Homing Energy Ball

The Dear & Decorations set will arrange themselves in a circular formation with a yellow glow. They will then fire a yellow energy ball, which moves faster than the standard version and has an added homing ability. Simply dodge to activate Witch Time, or Parry to nullify the attack.

Airstrike (Dear & Decorations complete set)

Dear can command his Decorations to fly out and attack using 2 different strategies:

- ◆ Surround: The Decorations will form a perfect ring around Bayonetta. The attack is signposted by a "bell chime" sound effect. Evade as soon as you hear this sound to activate Witch Time.

Technique	WT / PA	NML	HRD	CMX
Energy Shield	- / -	-	-	-
Energy Ball	● / ●	300	600	900
Homing Energy Ball	○ / ●	200	400	600
Airstrike: Surround	● / ●	120	240	360
Airstrike: Random	● / ●	120	240	360
Summon	- / -	-	-	-

- ◆ Random: The Decorations will settle into a loose formation around Bayonetta's immediate location, before randomly launching themselves at her. Each individual Decoration will emit a "bell chime" sound effect before launching itself, and you can use this effect to time your Evades.

Summon

Once you have managed to destroy a Dear's formation of Decorations, it will eventually start rapidly flipping its face open →□ 03. This signifies that it is calling a replacement formation. Once it has summoned a new batch of Decorations, it will once again throw up its Energy Shield and resume attacking.



DEAR & DECORATIONS STRATEGY

Bullet Climax works wonders against this enemy type, especially with the Onyx Roses equipped. If you are faced with a set of shielded Dear & Decorations, simply activate the Bullet Climax at close range to quickly break down the shield and totally destroy them. When facing a group of free Decorations, listen out for a "bell chime" sound effect and Evade as soon as you hear it.



Panther Punt

Concentrating your gunfire on a single Dear or Decoration will eventually Stun the creature and leave it immobile on the ground. Get in close and hit ●+● to activate Dear & Decoration's Punish attack! Rapidly tap ● while Bayonetta charges up a massive toe punt. Use the ● and ● to take aim, and then blast the creature to its doom. Once kicked, the creature becomes a powerful projectile attack, which will damage anything in its path. →□ 04

Enchant
Third Sphere Angels
ENCHANT
Third Sphere Angels



Enchant

1,500 HP



-

An Angel shaped like a cartwheel. The impetus behind this fateful form was the Creator's desire to craft an Angel designed to compel humanity to continue its struggle and feel no satisfaction at surpassing others.

Enchants protect the field of God from human encroachment and are further responsible for passing communications to Paradiso and correcting the trespasses of humanity.

ATTACKS

Charge

Each of the Enchant's attacks has a very distinctive cue, and learning to recognise these is the key to a stylish victory. The Enchant will stop moving and roll on the spot like a wheel while gathering flames; Evade or Parry as the Enchant charges straight at you.

Jumping Tackle

This overhead attack is signalled by the Enchant again stopping its movement, but this time it will spin around on its axis. Evade to the side as soon as the attack executes to negate the risk of being struck as the creature leaps. To Parry this attack, stand a little distance away from the Enchant and just before the Jump executes, press **X** then repeatedly tap **○** directly at the enemy for a mid-air Parry.

Flaming Wagon

The Flaming Wagon allows the Enchant to increase the area of its Charge attack. The creature will first stop moving and split in two, pausing for a moment as it gathers its flames. Evade in the same way and with the same timing as the Charge, then press **▽** to dodge safely as soon as the enemy charges or Parry directly at the Enchant to Stun it. →□ 01

Energy Ball

The Enchant can also act as a stationary cannon. Attaching itself to any solid surface, the creature will first emit a "charging" sound effect, before firing an energy ball directly at Bayonetta. This is a fairly slow-moving projectile, so when you hear the charging sound, back away and Evade the ball to activate Witch Time. As with all projectiles of this type, it is worthwhile Parrying the ball back at the attacker to increase the Combo Multiplier.

Technique	WT / PA	NML	HRD	CMX
Charge	● / ●	100	200	300
Jumping Tackle	● / ●	100	200	300
Flaming Wagon	● / ●	100	200	300
Energy Ball	● / ●	200	400	600

Enemy Behaviour

Holding **△** to fire at an Enchant will slow its movement. If you're having trouble landing striking attacks, fire a volley with **△** while moving into position before attacking. Repeatedly firing the Shotgun Blasts of the Onyx Roses from a distance (or via Bullet Climax) will eventually Stun an Enchant, and while it is Stunned you can either pick it up or attack it with a combo.

Giant Swing

Parrying any of the Enchant's attacks will leave it totally Stunned. From here, Bayonetta can pick it up and swing it round wildly before throwing it to its death →□ 02. Once you have Parried an attack and the Enchant lies Stunned, press **△** to pick the creature up. Now use **○** quickly to spin round, moving the camera freely before pressing an attack button to fling the Enchant to its death.

Coming into contact with an Enchant while Bayonetta is swinging spells instant death for any other Enchant on the field. Furthermore, while spinning in this way, Bayonetta is completely invulnerable to any projectile attacks. To top it all off, any Enchants caught in the path of the one you've just thrown out of the swing will also die instantly!

STRATEGY

The Onyx Roses are a fantastic weapon to use against this enemy. Make sure you pay heed to the various attack cues as you concentrate on attacking with Shotgun Blasts at point blank range. The low HP of these enemies make it tricky to score big points from them, but point blank range Shotgun Blasts score very respectable Combo Points.



If you're fighting in a very enclosed area against a large number of Enchants, a good strategy is to activate a shield with Pulley's Butterfly and charge straight in. Get right into the heart of the group, Parry an incoming attack to Stun an Enchant, and then grab it and swing it around to wipe out any Enchants who get in the way.

Red HotTip! The Shotgun Trap (See Advanced Melee Techniques) works wonders against the Enchant, should you want to go for bigger scores.



Fairness & Fearless
Second Sphere Virtues

FAIRNESS & FEARLESS

Second Sphere Virtues



Fairness

10,000 HP

200



*Witch Time or armour destroyed, no Cowgirl Spin

Fearless

10,000 HP

200



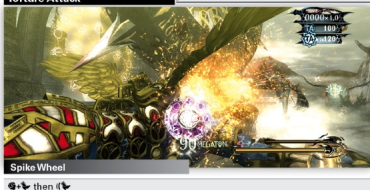
*Witch Time or armour destroyed, no Cowgirl Spin

A Virtue charged with the administration of miracles, it is wrapped in flames when appearing in the physical world, a power emblematic of its courage. A torrent of flame blazing as bright as the sun, these flames become the light that burns away darkness from those who receive the graces of Fairness. However, for those out of the Angel's good graces, they are the fire and brimstone of destruction.

Fearless are classified as Dominions, the fourth rank amongst the hierarchy of Angels. Controlling the lightning feared by many as the instrument of divine justice, Fearless make known the majesty of God to the masses.

Almost all of the naturally occurring lightning in the world is a result of the actions of these Angels. It is said that divine wrath against gluttons is released in the lightning's flash as the thunder signals heaven's roar.

Torture Attack



FAIRNESS ATTACKS

Fireball

its front paws down before firing a single Fireball. Evading this attack just before it hits will activate Witch Time. It is far better, however, to Parry the projectile back at the enemy to increase the Combo Multiplier.

Scream

Fairness will let out a terrible scream, which will cause Bayonetta to become Stunned momentarily. The attack is signposted by Fairness planting his front paws down, so Evade as soon as he does this to pass through the disorientating sonic waves. Getting caught by the Scream attack will not damage Bayonetta, but it

Technique	WT / PA	NML	HRD	CMX
Fireball	● / ●	200	400	600
Scream	○ / ○	Stun	Stun	Stun

will leave her Stunned. Shake **◆** and **◆** to regain the ability to move.

Red HotTip! Even when Stunned by this sonic attack, Bayonetta is still able to Parry. The Fairness will often launch a Fireball once Bayonetta is Stunned, so even if you don't break free in time, Parry anyway!

FEARLESS ATTACKS

Tail Stab

Fearless will hop backwards into a low stance, and strike with his tail like a scorpion. Evade as soon as Fearless assumes this low stance. There is very little space between the initial animation and the attack activation.

Stalking Tail Stab

Fearless will slowly stalk with its tail spinning in the air. The spin rate and buzzing sound intensity increases, accompanied by a flash of light just before the tail strikes. Evade as soon as you see the flash of light or hear the audio cue. Alternatively, blowing him a **💋** kiss while he's stalking will deactivate the technique.

Technique	WT / PA	NML	HRD	CMX
Tail Stab	● / ●	100	200	300
Stalking Tail Stab	● / ●	100	200	300
Beam Attack	○ / ●	400	800	1,200

Red HotTip! As the tail will most likely be off screen before the attack, it is far more effective to learn to read the buzzing audio cue emitted just before the strike.

Beam Attack

Fearless will stop moving and fire a beam of light from his mouth. Either Evade through this attack as it sweeps across, or Parry directly at Fearless to nullify the damage.

SHARED ATTACKS

Mad Dash

With a grunt, the creature will charge at you like a raging bull, crashing blindly into anything in its path. The trick here is to allow the Fairness or Fearless to smash into a wall, so Evade out of the way allowing the creature to run straight past and hit a solid wall **→** **□** 01. This will Stun the enemy, giving you freedom to attack as you like.

Claw Swipe

The Claw Swipe is used when you are within close proximity of either of these Angels. Attacking with a heavy barrage of strikes will trigger the Fairness or Fearless to attempt to break through with a Claw Swipe. Always be ready to Evade if one of your attacks is blocked.

Technique	WT / PA	NML	HRD	CMX
Mad Dash	○ / ●	400	800	1,200
Claw Swipe	● / ●	100	200	300
Turning Claw Swipe	● / ●	100	200	300
Bite Attack	● / ●	400	800	1,200
Rolling Bite Attack	● / ●	400	800	1,200
Leaping Bite Attack	● / ●	400	800	1,200
Warping Bite Attack	● / ●	400	800	1,200

Turning Claw Swipe

This variation of the Claw Swipe is executed when you are to the side or behind one of these Angels. The Angel will turn his body and grunt just before striking with his claw; Evade at this precise moment.



Bite Attack

This blindingly fast Bite attack is quite possibly the most terrifying move in arsenal of this Angel type. The attack itself is incredibly quick; you must ensure that you learn to recognise the attack cue to Evade safely. The cue is a bright flash of the creature's halo → 01. Evade the instant you see this effect, as the timing between the cue and attack is extremely tight!

Red Hot Note! When the creature's facial armour is destroyed, the visual cue will switch to a flash of its eyes instead.

Rolling Bite Attack

The Angel will roll through the air and pounce with an overhead Bite attack. This attack is usually executed when you are within middle distance of Fairness or Fearless, just outside physical striking range. Upon activation, it will leap into a forwards somersault, so Evade or Parry it this moment to stay safe.

Leaping Bite Attack

This variant of the Bite attack will be activated should you take to the air. As Aerial combos are ineffective against this enemy type,

it is advisable to stay on the ground to avoid the risk of being caught in this lightning-fast technique!

Warping Bite Attack

Usually activated when you are out of physical striking range, these Angels will leap through a portal to reappear behind you to deliver a Bite attack. Be sure to Evade as soon as you see the Angel disappear into the portal.



FAIRNESS & FEARLESS STRATEGY



NORMAL AND HARD Be sure to learn the attack cues of these Angels, as it is possible to activate Witch Time very frequently from their attacks. Once you've activated Witch Time, attack with a Barrage combo and then instant Wicked Weaves via Heel as possible.

end the sequence with as many instant Wicked Weaves via Heel Stomp, Tetsuzanko and Witch Twist as possible.

Group Strategy

When fighting a group these Angels, an easy way to achieve a high score is to save the Fairness until last. Once you have a single Fairness remaining, move into middle distance and Taunt. With the Fairness now Enraged, he will repeatedly use the Fireball attack: simply deflect each Fireball with a Parry to increase the Combo Multiplier. Keep your distance and hold Taunt between Fireball activations. If the Fairness goes for the Mad Dash, Evade, and then attack with a Barrage combo before backing away to middle distance again.

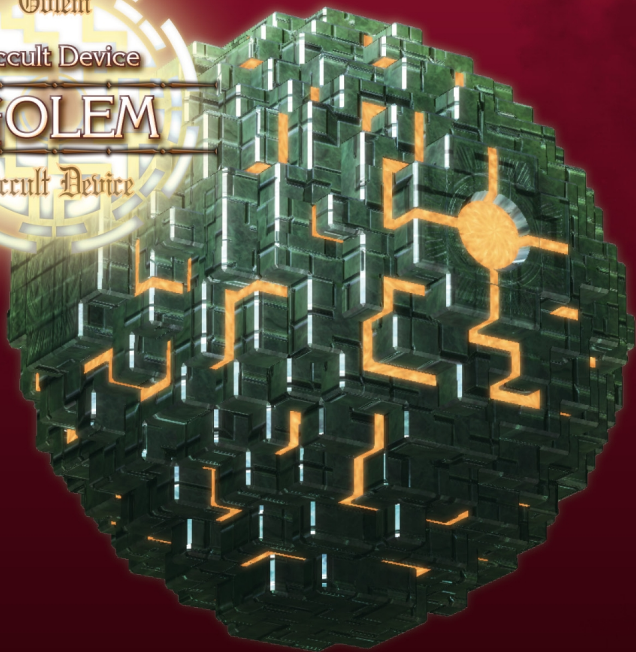
NON STOP CLIMAX If there's one situation you can rely on, it's knocking this enemy type over with a Wicked Punch or Wicked Heel. As these enemies mostly work in pairs or more, single one of them out and blast it far away from the others. The important

fact to note is that it is much harder for these creatures to defend once they've been blasted away and knocked to the ground. Open the battle by blasting the opponent away with a Wicked Punch, Wicked Heel or a Tetsuzanko.

After taking a Blast-type attack, the Angel will fall to the ground. Immediately pursue and continue the assault with a  combo. If you're quick enough, the Angel will not be able to get up and defend against this combo in time, and you will score an easy pair of Wicked Weaves. The second Wicked Weave attack of this combo sequence will blast the enemy away again, so you can repeat the process and activate a Torture Attack once your Magic is sufficiently charged.

Red Hot Note! To ensure that Fairness or Fearless cannot defend against this combo, ensure they are flat on the ground before commencing the attack.

If you want to score heavier damage after each Knockdown, perform the  combo as soon as the enemy is floored. It will get up by the time you enter the kick sequence of the combo, but it is possible to connect the Wicked Weave finish before the enemy is able to react. Just to be sure, repeatedly Parry towards the enemy as you perform the kick elements of the combo to negate the risk of being attacked.



Golem 10,000 HP 1,500



Long ago, to protect their homeland from invasion, the Umbra and Lumen came together to develop a giant weapon. Only the Lumen and Umbra knew the secrets to controlling its enormous form, causing it to transform into monsters capable of attacking foes.

The Golem, as they called it, would become more powerful depending on its master's strength. The

Golem's control centre is its core, which receives the orders from its master. The weak point of the device, however, is that no weapon is capable of destroying it.

Numerous Golems were constructed to prepare for war, but were secreted away in another dimension. Now, even 500 years after the destruction of the two clans, Golems remain hidden away, but still under their master's orders.

ATTACKS

Crush

The Crush is only used when the Golem is within very close range of its target. Transforming into a huge pair of arms, it will clasp its hands together in an attempt to crush its prey. Evading just before this attack strikes will activate Witch Time, and give you a chance at attacking the Golem's core.

Pummel

This time the Golem will deliver a pair of powerful punches, so you have two chances to activate Witch Time. If you dodge the first punch too early, dodge again immediately afterwards to get another chance on the second punch. →□ 01

Red Hot Tip! For both the Crush and Pummel attacks, you can safely defend by Parrying directly towards the Golem.

Dragon

The Golem will take the form of the demon dragon Gomorrah and will carry out a Bite attack. This attack actually comes in two parts; if the Golem misses the first Bite attack, it will immediately follow up with another, so always be ready to Evade a second time!

Crow

When its target is well outside physical striking distance, the Golem will take the form of the demon bird Malphas and will launch itself at you. Evading this attack will not activate Witch Time, so don't worry about trying to dodge at the last moment. If you want to Parry this attack to build up your Magic, jump just before the strike hits while Parrying directly at the Golem.

Crow - Tornado

Another attack activated when its target is out of striking range is a pair of tornadoes courtesy of the powerful wing beats of the Malphas form. Evade outwards of each vortex or Parry by tapping Ⓢ directly ahead.

Technique	WT / PA	NML	HRD	CMX
Crush	● / ●	400	800	1,200
Pummel	● / ●	400	800	1,200
Dragon	● / ●	400	800	1,200
Crow	○ / ●	400	800	1,200
Tornado	○ / ●	300	600	900
Centipede	● / ●	400	800	1,200
Spider Slam	● / ●	200	400	600
Spider Fireball	● / ●	400	800	1,200

Centipede

At close range, the Golem will transform into a likeness of the centipede demon Scolopendra, and whip around in a wide coiling motion. As the body of the centipede is so long, Evading anywhere near its body will score you a Witch Time activation. Once you've activated Witch Time, attack with long distance Wicked Weaves via the Tetsuzanko or Heel Stomp techniques.

Spider

Taking on the form of the famous spider demon Phantasmaranae, the Golem will launch itself into the air and come crashing down right on top of you. Keep an eye on the shadow and Evade just before the spider lands to activate Witch Time. Alternatively, keep Parrying directly ahead to block the attack.

Spider - Fireball

The second instance of the Golem will often use this attack when you are out of striking range. The Golem will transform into a spider form and launch a single Fireball. The best way to deal with this attack is to Parry it back to increase the Combo Multiplier. If you choose to Evade instead, Evade close to activate Witch Time, and then attack with a Heel Slide while holding Ⓢ to plant a Durga Damned Soul.

STRATEGY

NORMAL AND HARD

Evade the Golem's long distance attacks and get in close, forcing the Golem to rely only on its short range attacks, such as the Pummel and Dragon. Evade any of these attacks to activate Witch Time, then attack the exposed core directly with a Barrage combo. The quickest way to get into striking range of the core is to activate the Umbran Spear technique to instantly zip into position. Perform your Barrage combo, then Evade outwards and hold Taunt to sustain your combo before repeating the process.

NON STOP CLIMAX

Get in close to the Golem and perform a constant string of After Burner Kicks, holding Ⓢ on each one to activate a Durga Damned Soul →□ 02. To defend against Golem's attacks, simply keep tapping Ⓢ directly at the core to Parry any incoming strike. The only attack you need to manually Evade is the Centipede. Once you see this form, Evade away from the Golem then keep tapping Ⓢ to activate Bat Within should you take a hit. The Durga Damned Souls will eventually Stun the Golem. Attack the core with a Barrage attack then repeat the process.

Power Core
04 41



Grace & Glory
Second Sphere Virtues

GRACE & GLORY

Second Sphere Virtues

9/16/2013 2:23:13 PM



Glory



Grace

Glory

5,000 HP

200

100

100

100

100

100

100

100

100

100

100

100

100

100

100

100

100

100

100

100

100

100

100

100

100

*Witch Time or armour destroyed

Lightning Claws

Grace

5,000 HP

200

100

100

100

100

100

100

100

100

100

*Witch Time or armour destroyed

Fire Claws

Grace, draped in flame, and Glory, controller of lightning, are the twin escorts of the Creator. They share a wild disposition, and are often depicted as gods of war, heroically leading the soldiers of Paradiso into bat-

tle with their giant, claw-like weapons being symbols of their ferocity. Humanity recognises the increased spiritual power of twins, a power that comes from the blessings of Grace and Glory.



GRACE ATTACKS

Technique	WT / PA	NML	HRD	CMX
Flaming Vortex	● / ●	100	200	300

Flaming Vortex

Activated when his target is out of striking range, Grace will rapidly spin while emitting intense flames from his claws. The wide striking range of this attack makes it an easy way to activate Witch Time, simply press  anywhere near this attack (even from behind) to slow time and score a combo chance.

Red Hot Tip! If you have enough distance between you, try blowing a kiss with to stop Grace's Flaming Vortex attack dead.



GLORY ATTACKS

Technique	WT / PA	NML	HRD	CMX
Ground Shock	○ / ●	50	100	150
Drill Attack	● / ●	400	800	1,200
Slingshot	● / ●	400	800	1,200

Ground Shock

The Glory will clap its claws together before slamming them into the ground. A high voltage charge will radiate outwards from this point →□ 01, crawling up walls and over any other surface until it dissipates. The best way to counter this technique is to equip Durga on Bayonetta's feet in Lightning mode. This configuration renders Bayonetta completely invulnerable to the Ground Shock.

Drill Attack

From middle or long distance the Glory will dive into the ground, tunnel through and then explode upwards with a powerful Drill attack → 02. Evading this attack is a matter of watching the attack animation and listening out for the audio cue; there is a 'whining' sound emitted when the Glory begins to tunnel. Evade just after this sound to activate Witch Time.

Slingshot

While outside its claw striking range, the Glory will first extend and secure its claws in an 'X' configuration. A visual effect will appear around its body as it briefly accumulates power before launching itself directly at you. The Slingshot attack is capable of tracking Bayonetta's position as she moves. Evade just before this attack hits to activate Witch Time, or Parry by tapping  directly at the incoming Glory.



SHARED ATTACKS

Claw Combo

This stunning 5-hit Claw combo is both a blessing and a curse. While the large number of strikes makes it a formidable attack, it also makes it an easy target for Witch Time activations. Learn to recognise the initial animation of this technique, or stay on the move by Evading pre-emptively to dodge any of the strikes and activate Witch Time. When playing Non Stop Climax, it's more effective to Parry the opening strike by repeatedly tapping **△** towards the opponent, and then opening an attack sequence while the enemy is Staggered.

Overhead Claw

The Angel will swing his claws down from overhead and slam them down directly in front of him. Evade as soon as you see the Angel spread its arms out just prior to striking. Parrying at this point is also effective, but unless timed to perfection you will miss out on a Witch Time activation.

Aerial Rave

An Uppercut followed by a blinding 3-hit Aerial combo. Learn to recognise the initial attack animation, and Evade as soon as you see the Angel draw its arm back. Be aware that the Aerial combo portion of this attack can be executed as a standalone technique. Watch out for the short hopping version of the Uppercut these Angels sometimes attempt. This will lead into the remaining 2 hits of the Aerial combo if connected.

Enemy Behaviour

This enemy behaviour routine dictates that once you have singled out a Grace or Glory, its comrades will only use long range attacks as you battle, but just as long as you keep your distance. If you are going to single out one of these enemies, select a Grace. While you busy yourself with a Grace, the Glory waiting in the wings will be limited to using the Ground Shock, Drill Attack or Slingshot, all of which you can easily see coming. →□ 03/04

Air Defence

The Grace and Glory Angels have an incredible defence against Aerial combos. Once launched, they can easily flip out of any further strikes you attempt to add to the sequence. Some devious trickery is required to score Aerial strikes against this enemy type (see the Gracious & Glorious strategy section).

Wake-Up!

Knocking a Grace or Glory to the ground will leave it immobilised for a very brief moment. Once it has recovered, it will violently thrash its claws around as it gets to its feet. Beware of this animation! The best way to deal with this is to not let it happen

Technique	WT / PA	NML	HRD	CMX
Claw Combo	●/●	200 x 5	400 x 5	600 x 5
Overhead Claw	●/●	400	800	1,200
Aerial Rave 1st hit	●/●	400	800	1,200
Aerial Rave 2nd hit	●/●	400	800	1,200
Aerial Rave 3rd hit	●/●	200	400	600
Aerial Rave 4th hit	●/●	400	800	1,200

in the first place. Always follow a sweep attack with a Launcher to eliminate the Wake-Up.

Counter-attack!

When striking head-on with physical attacks you run a high risk of your attack sequence being stopped dead by a Parry. A Grace or Glory will randomly execute a claw attack directly after a successful Parry. Use this nuance to force the action; Evade the anticipated attack to activate Witch Time.

Parry Pause

Stopping any claw attack with a Parry of your own will cause the Grace or Glory to momentarily stop moving. Use this opportunity to open an attack sequence of your own. Alternatively, simply blast the enemy away with a Tetsuzanko.



GRACE & GLORY STRATEGY



NORMAL AND HARD Take note of the listed attack cues and Evade an incoming attack to activate Witch Time. Attack your target with a powerful combo, such as **△△△△△△△△**, and go for the Torture Attack as soon as

you can afterwards. Hold Taunt to keep the combo active while you wait for the next chance to Evade, then repeat the process.

NON STOP CLIMAX Please refer to the strategy for Gracious & Glorious, as the attack patterns and behaviour of these Angels are identical to Non Stop Climax Grace & Glory.

Gracious

Glorious

Gracious & Glorious
First Sphere Seraphim

GRACIOUS & GLORIOUS

First Sphere Seraphim

Gracious 7,500 HP 2,000    Lightning Claws
*Witch Time or armour destroyed

Within the nine ranks of the Angelic hierarchy, the highest ranking Seraphim are charged with governing the love and zeal for the Creator. The pure white armoured Gracious and the black armour-clad Glorious are often sighted in pairs; however, their existence itself remains legend, subject to rumours of varied

Glorious 7,500 HP 2,000    Fire Claws
*Witch Time or armour destroyed

veracity. Supposedly gifted with incredible godlike powers, there are no records of Gracious or Glorious appearing on the battlefield of evil; however, it is said this is because a mere taste of their power is enough to destroy the world, devastating all its path – both the record and the record keeper.

GRACIOUS & GLORIOUS ATTACKS

The "godlike power" the Gracious & Glorious twins possess is the ability to resist Witch Time. Evading Gracious & Glorious's attacks will not activate Witch Time, so the only way to slow time against these powerful Angels is to score a Perfect Parry. If your timing is impeccable, you can make short work of these enemies

by activating a Perfect Parry, and then attacking hard with a Barrage combo. In terms of behaviour, attack types and attack habits, however, these Angels are identical to the Grace & Glory pair you have already faced, so you can refer to their section for information on specific attacks.

Torture Attack



⬅️ then rapidly ➡️

Torture Attack



⬅️ then rapidly ➡️

GRACIOUS & GLORIOUS STRATEGY



As the Gracious & Glorious pair are so unpredictable, you will need to quickly apply different strategies depending on the situation. Instead of offering an exact killing method, we will instead list important techniques

you can switch between, depending on what these Angels are up to:

While dealing with these enemies it is always best to separate and focus on a single one. Keep the attacking behaviours in mind while you apply the following methods:

Basic Striking

The Onyx Roses are a simple but effective way of keeping this Angel type under control. Hold ⬅️ after each successive strike to apply a Shotgun Blast, momentarily Staggering the enemy as you land each hit of your combo sequence. It is also very useful to employ Advanced Dodge Offset to access Wicked Weave finishing strikes; activate Beast Within while holding your combo position, single out a lone enemy and then let him have it!

Sweep Trap

Single out an enemy and execute an Uppercut. Proceed with ⬅️➡️, followed immediately by ⬅️➡️➡️. Repeat this process for as long as you are able. As the enemy cannot escape this sequence, you may want to hold the ⬅️ inputs of ⬅️➡️➡️➡️ to activate a Durga Lightning Pulse before activating the Wicked Uppercut and repeating the sequence.

360 Trap

Durga (Feet) is very effective against this enemy type. Not only does it offer defence against Ground Shock attacks, but it's also capable of rendering these Angels completely immobile.

The Element Change ⬅️➡️ with Durga cannot be blocked by these Angels. If you look closely, the attack acts almost like a vacuum, trapping the enemy within the fire/lightning vortex. If you keep the attack animation continuous by activating each successive Element Change at just the right moment, you can trap an entire group of these Angels until their life expires. The easiest way to execute this technique is to Parry an incoming claw attack, and then immediately counter with the Element Change.

Please see Advanced Melée Techniques for full details of the Durga Element Change Trap.

Red Hot Tip! Executing this technique as a Gracious or Glorious spawns onto the field is a guaranteed way of inflicting as much damage as you like without any resistance.

Easy Freeze

A slight variation of the 360 Trap technique is to set up a situation for a guaranteed Freeze while wearing Odette. Simply Parry an incoming claw attack and immediately follow up with ⬅️➡️. Repeat this sequence once more to encase the enemy in ice, leaving you free to land something devastating.

Parry Bomb

Once again, a successful Parry is the doorway leading to a nice little attack chance. After Parrying any claw attack, perform a Heel Slide with Durga and hold ⬅️ to activate a Damned Soul or Lightning Pulse. The Heel Slide will line up beautifully as the enemy recovers; right on top of the bomb!

Aerial Trick

The aerial defence these enemies possess is amazing, but not entirely impregnable. Instead of aiming an Aerial combo directly at the enemy and allowing him to escape easily, here we will set up a situation that causes the enemy to fall into an Aerial combo. Launch an opponent with an Uppercut, and immediately follow up with a pair of rising After Burner Kicks in quick succession. The enemy will defend against the After Burner Kicks, but will still be launched upwards by the impact. Now, at the top of the second After Burner Kick, execute ⬅️➡️➡️. The Angel will fall into the path of each ⬅️ Attack exactly as it executes, allowing you to score a pair of Fire or Lightning attacks high in the air and out of reach of other enemies on the field.

Red Hot Tip! Should the situation allow, close this sequence with a final ⬅️ press to activate a Wicked Weave finish.

Long Range Slice

Once you have sufficiently raised the Combo Multiplier through fighting, you may find yourself needing to simply get rid of a pack of these Angels. In that case it will be very effective to employ the Advanced Dodge Offset with Shuraba, as the wide sweeping effect of the Wicked Slice attack is perfect for cutting down a whole group of these enemies. Offset ⬅️➡️ is the easiest and most effective combo to use here.

04.49

Harmony

Second Sphere Dominions

HARMONY

Second Sphere Dominions



Harmony

2,000 HP

200

100

100

100

100

100

100

100

100

100

100

100

100

100

100

100

100

100

100

Chainsaw

Within the Second Sphere Dominions, whose name imparts feelings of control, sovereignty and governance, the Angels named Harmony stand as a special symbol of peace. When appearing in our world, it is said that humans experience their presence as an auroraesque light; however, when viewed from Purgatorio, one would see Harmony embracing humans within their outstretched, fin-like wings. Often pictured holding a trident and floating through the skies, Harmony are tasked with defence of the heavens, even within Paradiso itself.

ATTACKS

Tail Stab

The Harmony's body will electrify, accompanied by a metallic scraping sound. This is the attack cue, which precedes a single piercing Tail attack. The key to fighting this enemy type is to watch and listen for the audio and visual cues and Evade as soon as you hear the sound effect to dodge safely and enter Witch Time.

Tail Combo

The Tail combo consists of 3 hits, each of which is a quick swing of the creature's sharp tail, and each one can be used to activate Witch Time via an Evade. As with the Tail Stab, the body of the

Technique	WT / P%	NML	HPD	CMX
Tail Stab	● / ●	250	500	750
Tail Combo	● / ●	100	200	300
Tail Combo 2nd hit	● / ●	150	300	450
Tail Combo 3rd hit	● / ●	200	400	600
Tail Uppercut	● / ●	150	300	450
Tackle	● / ●	200	400	600
Holy Water	○ / ●	100	200	300
Holy Water Bombs	● / ●	200	400	600
Holy Water Barrage*	● / ●	100	200	300

*7 hits after Uppercut. 9 hits as a standalone.



Harmony electrifies just before it strikes. Use this visual cue as a means to judge an Evade and activate Witch Time.

Tail Uppercut

The Harmony will perform a back-flip and send Bayonetta flying into the air with its tail. From there it will fire a barrage of water shots, which will pin Bayonetta on the spot as they strike → 01. Once again, the flash of electricity is the most obvious cue that this attack is coming. Evade as soon as you see this visual cue to activate Witch Time and stay safe. Should you find yourself caught by the Tail Uppercut, either Evade out of the line of fire or Parry back the shots to increase the Combo Multiplier.

Tackle

The Harmony is introduced to you via this attack; the creature simply flies as fast as it can to collide with its target and inflict damage. This attack is not used very often; a Harmony will usually only choose to employ this skill when Bayonetta takes to the air or is too far away for a Tail attack.

Holy Water

A Harmony's attack arsenal is not limited to Tail attacks; it can use its divine power to create spheres of pure water to use as projectiles → 02. From a distance a Harmony will draw a white glowing aura into its hands before unleashing a trio of water orbs. Evading close will not activate Witch Time, so give yourself plenty of space and stay clear.



Holy Water Bombs

Like a warplane on a bombing run, the Harmony will fly a straight path while dropping water orbs directly underneath. This is another attack the Harmony does not employ very often. Simply Evade out of the way, or use Beast Within to quickly change location.

Holy Water Barrage

As a long range attack, the Harmony will flip backwards before firing a rapid barrage of water shots from its hands. Evading works fine, but it's more profitable to Parry back the shots to increase the Combo Multiplier.

Red Hot Note! Taunting a Harmony to activate its Enraged state will increase the likelihood of this attack being executed.

STRATEGY

All Difficulty Settings

The trickiest thing about fighting Harmony Angels is the fact that they always float in the air. This makes combo attacks difficult, as they have no traction; they're easily knocked away while combo strings are performed. So to score good Combo Points, you'll need to leave big multi-hit combos aside. Instead, employ Torture Attacks to get your hands on the Chainsaw Angel Arm.

First you need to build up your Magic, so select a Harmony and Long Taunt it. The creature will become Enraged and fall to the ground. Continue to Taunt for as long as possible and then attack with gunfire (Scarborough Fair's Hold function works well if you employ Dodge Offset). Once your Magic is full and the Harmony is on the brink of death, apply a Torture Attack. Now that you have the Chainsaw Angel Arm, select a non-Enraged Harmony

and Long Taunt it. As soon as it falls to the ground, let rip with the attack of the Chainsaw to kill it instantly. Repeat the process for the whole Harmony group and score big!

Red Hot Note! With Kulshedra equipped, if you Snare and Cowgirl Spin a Harmony, its body will act as a shield that will repel any incoming projectiles!

Once you have Kulshedra in your possession, fighting the Harmony becomes much easier. Simply Snare and drag a Harmony over and perform the Bitch Slap combo to give it a taste of the Wicked Slap. Against a large group, make use of the Cowgirl Spin technique to swing an enemy around and damage all others in the vicinity.

Red Hot Tip! Pressing **X** will cancel the Cowgirl Spin technique and release the captured Harmony. Snaring and spinning the same Harmony again and again will allow you to use it as a weapon to take out the whole group.



Inspired
First Sphere Thrones

INSPIRED

First Sphere Thrones



Inspired*

10,000 HP



*Chapter VI, Verse 02: 5,000 HP

Inspired
(water type)**

3,000 HP



**Chapter X, Verse 11

Inspired are members of the angelic First Sphere, in the rank known as Thrones. Those in this class are spiritual beings of the highest order, never coming in direct contact with humanity. Works of art have depicted them as flaming wheels; however, artists of true inspiration have pictured Inspired as a long snake-like body circling upon itself.

It is often thought that Inspired act as a wheel, holding up the chariot of the beloved God. In truth, Inspired are actually fighting alongside their angelic cohorts, randomly swallowing up the followers of darkness.

FLYING ATTACKS

The Inspired is at its least threatening when in flight, so it's best to let it keep flying until you want to Stun it for the kill.

Aerial Fireball

The Inspired's most basic attack is a single flaming ball of death. A great way to deal with this is to Parry the shot to deflect it back at the Inspired. The creature will be knocked to the floor instantly, leaving you ample time to do some serious damage before it gets up.

Serpent Rush

This attack sees the Inspired deal serious damage by ramming straight into its target →□ 01. Parry by repeatedly tapping **○** in the creature's direction or Evade as soon as you see the Inspired coming in for a low pass.

Red Hot Note! More often than not, the Inspired will mix the above attacks together. On a single pass the creature can launch a Fireball and come crashing into you immediately afterwards. The best way to deal with this is to always go for the Parry; deflecting the Fireball will knock him out!

Ambush

When facing the Inspired in a watery environment, it will often dive into the water and vanish. Pay close attention and Evade as soon as you see a column-like warning light appear just before the Angel strikes from below.

Technique	WT / PA	NML	HRD	CMX
Fireball	● / ●	400	800	1,200
Aerial Fireball	● / ●	400	800	1,200
Serpent Rush	○ / ●	200	400	600
Low Tail Whip	○ / ●	200	400	600
High Tail Whip	○ / ●	200	400	600
Bite	● / ●	400	800	1,200
Ambush*	● / ●	200	400	600

*Only in Chapter VI, Verse 02 and Chapter X, Verse 11.



ON THE GROUND – LOW STYLE ATTACKS

If you are in close proximity to the Inspired when it either lands of its own accord or recovers from being knocked out, it will assume a Low Style body position →□ 02. This behaviour is dictated by distance; as long as you are within striking distance of the creature's tail it will assume Low Style. Keeping track of the creature's 'Style' or body position will allow you to know in advance which technique it will use against you.

Fireball

A single energy blast, shot from the mouth of the creature. Just before this attack is launched, you will see flames building around the Inspired's mouth, coupled with a 'inhaling' sound effect. Dodge the Fireball just before it connects to activate Witch Time. Alternatively, Parry this projectile straight back at the Inspired. →□ 03

Low Tail Whip

The giant serpent will sweep its tail low across the ground, dealing heavy damage to anything in its path. The Inspired will make a "growling" sound effect as soon as this attack begins. Dodging this attack will not activate Witch Time. As there's nothing to gain from dodging, it is a good idea to Parry this strike to build your Magic up instead.

As the Low Tail Whip always swings in towards Bayonetta's left side, Parrying the strike is a little different to what you'd expect. Instead of Parrying as you normally would, tap towards the 10 o'clock position relative to the direction Bayonetta is facing.



High Tail Whip

This anti-air Tail Whip variation has exactly the same properties as the low version. You're never in danger of being struck by this attack as long as you stay on the ground. Parry or Evade the Low Tail Whip; do not let this creature force you to jump!

ON THE GROUND – HIGH STYLE ATTACKS

High Style activation is dictated by distance. As soon as you are out of striking range of the creature's tail, it will change its body position so that its head is held high in the air →□ 01. Venturing back into the Inspired's tail striking range will once again activate the Low Style.

Fireball Assault

When the Inspired rears up into its High Style, it is guaranteed that the next attack will be a rhythmic barrage of Fireballs. This attack is the best place to increase your Combo Multiplier during a fight against an Inspired. Parry each Fireball by tapping **6** directly at the Inspired. Each Fireball you successfully deflect will increase the Combo Multiplier significantly.

Bite

Standing too close to the serpent's mouth will see you on the receiving end of a quick snap of its jaws. Keep your distance to ensure you never fall victim to this totally un-signposted attack.

Life Off!

Once an Inspired has finished its ground based attack routine, it will once again blast off into the air in a fit of rage. During this raging state it will make 3 close passes in succession in an attempt to ram you. Each pass allows you the opportunity to Counter with a devastating Gigaton Attack.

Gigaton Attack! Press **6+4** when prompted, and Bayonetta will sit atop the Inspired and summon the dreaded Madama Butterfly. Tap **7** to pummel the creature into submission.

STRATEGY

Fighting this huge Angel is a simple task regardless of the difficulty setting. You can dictate the creature's attack stance via distance, so you are able to reliably dictate its actions. Firstly, activate Lock-on, and hold **7** to fire at the Inspired as it flies through the air. It will eventually become Stunned and fall to the floor. Now as it's lying down, move out of its tail striking range to force the Inspired to get up into High Style.



Red Hot Tip! Taunting the Inspired while it is lying down Stunned will Enrage the monster and increase the points earned.

Now that you have the Inspired in High Style, it will shoot a long volley of Fireballs from its mouth. Parry each of these Fireballs to increase the Combo Multiplier before the creature takes off again. As soon as the Inspired takes to the air again, hold Taunt to freeze the Combo Timer as the beast circles round for a Serpent Rush.

A Counter icon will appear as the Inspired makes a desperate attempt to crush you. Hit **6+4** to enter a Gigaton Attack →□ 02. A fully charged Gigaton should be more than enough to drain the creature of its remaining health. All that remains is for you to now rush in and activate the Climax Attack.

Climax Attack! Press **6+4** on the "Climax" prompt to have Bayonetta summon the demon bird Malphas. Rapidly tap **7** to tear the Inspired's head off!

Group Strategy

When fighting more than one Inspired, it's a good idea to take one of them out quickly. Pick an Inspired and shoot it down with **7**. Rush over and attack with Shuraba Wicked Slices until it dies. Next, shoot the remaining Inspired to keep your combo active and, as soon as it is downed, revert to the original High Stance Fireball Assault Parrying routine.

04 51



Irenic

Third Sphere Principalities

IRENIC

Third Sphere Principalities



Irenic

4 Shots

900



If humans were truly able to see Angels, they would never expect an Angel to appear as an automobile. However, it goes without saying that Irenic has existed since long before even the concept of history. Irenic is charged with spreading the message of Divine Will across Paradiso, and is most commonly depicted as a boxy form with four wheels capable of achieving great speeds.

It can cross Paradiso faster than even the wind in almost a single day, and Paradiso is thousands of times larger than the human world. Irenic is first known to have appeared before humanity in the mid-18th century, coinciding with the start of the industrial revolution and the development of the first steam-powered automobiles.

ATTACKS

Technique	WT / PA	NML	HRD	CMX
Barrel Bombs	● / -	300	600	900
Collision	- / -	0	0	0

The Irenic appear during the motorcycle chase sequence of Chapter VIII: Route 666. Quickly gun down these Angels as you tear up the road. ➡ 03





Joy
First Sphere Seraphim

JOY

First Sphere Seraphim

Joy

5,000 HP

0,000

Witch

Time

or

armour

destroyed

*Witch Time or armour destroyed

Joy are members of the Seraphim class within the angelic hierarchy's First Sphere. These beings have broken free of any physical conception of form and have become truly spiritual. Their body is as free as a flowing river, and it takes shape only on a temporary basis. Joy may take the shape of the human feminine form, but the Seraphim can also shape-shift, or even separate into multiple sentient forms at will.

Torture Attack

then rapidly tap

**BASE STYLE**

This set of basic attacks can be used by Joy with all weapons.

Twister

This is an exact replica of the Shotgun Trap. Luckily for you, this Angel isn't wearing Shotguns on her feet, so the damage is relatively light. As this attack is radial, Parrying is not 100% safe. It's far safer to Evade as soon as you see any sort of attack movement for a chance of activating Witch Time.

Shielding Feathers

Joy's are able to summon and control magical feathers just as Bayonetta does during her Crow Within technique. Shielding Feathers create a rapidly rotating defensive wall around a Joy's body. These Feathers will act as a limited shield against Bayonetta's gunfire before being shot out in all directions. While contacting the feathers as they rotate around the Joy's body is harmless, make absolutely sure you Evade or Parry when they are blasted away to avoid damage.

Gale Feathers

Gale Feathers summons innumerable feather projectiles for a full frontal attack. The feathers will momentarily hang above the Joy's position before zapping at you with blinding speed. Parrying is a great idea here, as the large number of shots will greatly boost your Magic Gauge. Just keep tapping **6** directly at the Joy to Parry the whole lot.

Raining Feathers

This time the feathers will materialise high in the air and rain down from above. Upon activation, the ground will glow to signify the intended point of impact. Staying out of this glowing zone via Evades or Beast Within will ensure the attack misses.

Technique	WT / PA	NML	HRD	CMX
Twister	● / ●	200	400	600
Shielding Feathers	○ / ●	150	300	450
Gale Feathers	○ / ●	150	300	450
Raining Feathers	○ / ●	150	300	450
Hunting Feathers	○ / ●	150	300	450
Laser Bar (Web)	○ / ●	200	400	600
Laser Bar (Wall)	○ / ●	200	400	600
Laser Bar (Tower)	○ / ●	200	400	600
Duplication	- / -	0	0	0

Hunting Feathers

The final variation of the feather technique is to surround Bayonetta with a large swarm of feathers. These will hang in position momentarily before a green flash signifies their activation. Evade as soon as you see the flash, or activate Beast Within to run away from them.

Laser Bars

Usually from a distance, the Joes will emit various shaped laser traps and shoot them towards you $\rightarrow$ $\square$ 01/02/03. These attacks will not activate Witch Time, so Evade them safely with room to spare.

Duplication

Not only do Joes have incredible fighting ability and defensive capabilities, but they are also able to duplicate themselves! Upon activating Duplication, a Joy will strike a pose accompanied by coloured lights on the floor beneath her. If you don't want to deal with any more Joes, now is the time to rush in with a Torture Attack or unleash a powerful Wicked Weave strike. Any Joy on the field can copy itself only once, and the new Joy will appear as a completely fresh instance with full health.

GUN STYLE

Mimicking Bayonetta's Umbran Arts, the Joy will switch between long range gunfire and close range striking attacks. Keep her under pressure, forcing her to block rather than waiting for her to strike first!

Gun Style Switch

Switching to Gun Style is accompanied by a sexy pose. This switching animation is harmless, but the Gun Style is far from it.

Gunfire

The Joy will crouch down low and fire a long volley of gunshots. Parrying this attack is definitely the way to go. Keep tapping **○** directly at the attacking Joy to Parry back the shots to increase the Combo Multiplier.

Stiletto

An almost exact duplication of Bayonetta's own Stiletto technique. This attack will blast at you without warning, so always be ready to Evade whenever you are within close range of a Joy.

Technique	WT / PA	NML	HRD	CMX
Gun Style Switch	~ / ~	0	0	0
Gunfire	○ / ●	200	400	600
Stiletto	● / ●	200	400	600
Heel Kick	● / ●	200	400	600
Tetsuzanko	● / ●	200	400	600

Heel Kick

You don't get much of a warning with this one; the Joy's foot will glow before she slams you with a Heel Kick. Evade as soon as you see the initial glow to make sure you get out of the way in time.

Tetsuzanko

If the Heel Kick connects correctly, it will always be followed up with a Tetsuzanko. Be sure to learn this behaviour and make it a habit to always Evade directly after being hit by a Heel Kick to avoid further damage.

SWORD STYLE

When a Joy switches to Sword Style, her movement speed increases and she'll become much more aggressive, constantly powering in to score quick sword strikes.

Sword Style Switch

To change to Sword Style, the Joy will perform a move similar to Bayonetta's **○ + ●** with Shuraba equipped. Stay on the move to avoid being caught when Joy switches style.

Stinger

After switching to Sword stab, the Joy is capable of a charging Sword Stab very much like Bayonetta's own Stiletto. There is very little warning on this attack commencing, so either stay on the move or keep Parrying to minimise risk.

Slash Combo

Joy wants nothing more than to run at you full blast and give you a taste of this rapid 4-hit sword combo. Evading any of the four sword slices will activate Witch Time. The opening slash is so fast, however, that it is difficult to judge its exact moment of execution. Make it a habit to Evade as soon as Joy gets close.

Technique	WT / PA	NML	HRD	CMX
Sword Style Switch	● / ●	100	200	300
Stinger	● / ●	200	400	600
Slash Combo 1st hit	● / ●	100	200	300
Slash Combo 2nd hit	● / ●	150	300	450
Slash Combo 3rd hit	● / ●	150	300	450
Slash Combo 4th hit	● / ●	200	400	600
Rising Slash	● / ●	200	400	600
Helm Breaker	● / ●	300	600	900

Rising Slash

Joy will rush straight at you and send you skyward with a powerful Rising Slash. When dealing with Joy in Sword Style, Evade as soon as she gets close, rather than waiting to see the strike coming.

Helm Breaker

If Joy connects her Rising Slash, then you'll end up on the receiving end of a devastating Helm Breaker. If you get hit by a Rising Slash, Parry or Evade immediately to avoid this follow-up strike.

WHIP STYLE

Joy calms down once she enters this style. In complete contrast to the aggressive Sword Style, she will patiently walk towards you as she strikes with her whip.

Whip Style Switch

This style switch is a copy of Bayonetta's **○ + ●** with Kulshedra equipped. The whip will spiral around Joy as she delivers the strike.

Thrash Combo

Stay well away from a Joy in Whip Style, so that you can see this attack coming. The range of these strikes is huge, so stand well away and Evade as soon as you see her begin to thrash the Whip.

Technique	WT / PA	NML	HRD	CMX
Whip Style Switch	● / ●	100	200	300
Thrash Combo 1st hit	● / ●	150	300	450
Thrash Combo 2nd hit	● / ●	150	300	450
Thrash Combo 3rd hit	● / ●	150	300	450

STRATEGY



NORMAL AND HARD The Joys are very unpredictable and able to defend against the vast majority of Bayonetta's techniques. There is one behaviour you can rely on, however; the Joy will attack directly after blocking an incoming strike. Use this nuance to force a Witch Time Evade; single out and repeatedly strike at a Joy until your attack is blocked. The Joy will now try and counter with an attack of her own, which you can Evade to Activate Witch Time for a powerful Wicked Weave combo. Repeat the process on any Joy isolated from the group.

Shotgun Trick

Within Witch Time you can massively boost the Combo Multiplier by connecting the Shotgun Trap in close proximity → 01. The key here is to ensure you have the Joys bunched up together in a group, activate Witch Time via an Evade, then get in as close as possible. Aim connect the Shotgun Trap so that Bayonetta's spinning kick connects against all three Joys at once. Holding down will spray Shotgun Blasts in all directions, scoring masses of hits. Due to the effect of Witch Time, the Joys will not be Blasted away from your attack. They will float in place and soak up the whole thing.

NON STOP CLIMAX Without the luxury of Witch Time against the Joys, it's far safer to keep your distance. The best way to attack a trio of Joys from a distance is to employ Advanced Dodge Offset for a constant series of Shuraba Wicked Slice activations → 02. As the striking range of the sword is so large, it is possible to slice the whole group at once. This is the method



to use when increasing the Combo Multiplier. Mix in a Tetsuzanko strike between sequences to eliminate gaps and keep the Combo Multiplier active, and only move in close when you want to go for a Torture Attack.



Second Sphere Powers



100

ATTACKS

Technique	WT / PA	NML	HRD	CMX
Missile Strike	● / ●	200	400	600
Cannon	○ / ●	200	400	600
Shot	● / ●	500	1,000	1,500
Snare Claw	● / ●	300	600	900
Grapple Claws	● / ●	300	600	900

Missile Strike

The raised section at the stern of the ship will open up to launch an overwhelming barrage of missiles! The audio cue is very distinctive mechanical noise, so learn to recognise this sound as your cue to take action. On Normal and Hard mode, Evade just before the missiles hit home to activate Witch Time, and then hold **W** to fire at the missiles to destroy them. Alternatively, equip the Evil Harvest Rosary, which will activate an explosive counter-attack, wiping out nearby missiles. → □ 01

When playing Non Stop Climax, just before being hit by the cluster of missiles, perform the Umbran Portal Trick (see page 316 for a detailed explanation of this trick) to safely pass straight through them → □ 02. One cycle of the trick is just enough to pass through a single set of missiles. If you are facing more than one Missile Strike you should continue the Umbran Portal Trick cycle until the danger has passed.

Cannon

A loud mechanical noise accompanies the raising of a circular weapon compartment at the bow of the ship. The Kinship will

immediately let fly with a barrage of large artillery shells. The best way to deal with this attack is to repeatedly Parry and deflect the whole volley. This is a great way to increase the Combo Multiplier.

Shot

Learn to recognise the “charging” sound effect this attack makes before it is executed. Evade at that moment to activate Witch Time, allowing you time to board the ship and attack directly. Parrying is also very effective, as Bayonetta will be invincible during the Parry animation. As soon as you hear the cue, repeatedly tap **B** towards the attacking Kinship. You are able to score up to six Parries while standing within the beam.

Snare Claw

The audio cue for this attack is the explosive sound of the Snare Claw's rocket igniting. Once launched, it will trace a wide arc to Bayonetta's position before clamping shut, which is when you need to Evade. If Bayonetta is ensnared, you will be prompted to **W** to break free. Be careful here, as Bayonetta will be completely open to attack while trapped!

Grapple Claws

These claws will activate when you successfully board a Kinship. The key here is the audio cue this attack emits just before it is activated. Listen closely for a pair of metallic “ching!” sound effects, as this is your cue to Evade.



STRATEGY



Take note of the attack descriptions provided, as you cannot see the whole field at once, so you will need to be able to judge attack activations via their audio cues. The Kinship will almost certainly begin with a barrage of missiles. Evade these as described and board the nearest ship. From here, depending on how much you want to score, attack either with Barrage attacks or Durga Damned Souls. Pay close attention to the attack cues and Evade when necessary. Equipping the Evil Harvest Rosary is also advised if you want to deal damage quickly.



COURAGE

CHAPTER X: PARADISO: A SEA OF STARS

ATTACKS & STRATEGY

Technique	WT / PA	NML	HRD	CMX
Lunging Dragon Bite	● / ●	500	1,000	1,500
Double Dragon	● / ●	500	1,000	1,500
Overhead Dragon Smash	○ / ●	500	1,000	1,500
Fireball	● / ●	500	1,000	1,500
Aerial Fireball	● / ●	500	1,000	1,500
Dragon Breath	● / ●	500	1,000	1,500
Dragon Rush	● / ●	500	1,000	1,500
Head Bomb	● / ●	100	200	300
Foot Stomp	● / ●	50	100	150
Tail Swing	● / ●	500	1,000	1,500

Note: Please see the boss entry for Fortitudo for a full description of these attacks.

NORMAL AND HARD Upon starting the battle, allow Courage to perform his Dragon Rush. Evade into Witch Time and attack with a Barrage combo or the Shotgun Trap if you're going for a high score. Once Witch

10,000 HP

4,000



x2

Time ends, Evade his next strike to repeat the process, or execute a Shuraba Wicked Slice or two to see him off.

Red HotTip! You don't need to attack the dragon heads directly to hurt Courage; you can attack any part of his body.



NON STOP CLIMAX Evade or Parry any of Courage's attacks and immediately counter with as many Shuraba Wicked Slices as possible. It only takes a few of these to kill this enemy. If you need to build your Magic, then rapidly Parry through Courage as he executes the Dragon Rush to build the gauge very quickly.

Red HotTip! Hold Taunt as soon as you destroy Courage to Freeze the Combo Timer until Temperance appears.

TEMPERANCE

CHAPTER X: PARADISO: A SEA OF STARS

ATTACKS & STRATEGY

Technique	WT / PA	NML	HRD	CMX
Vulcan Attack	○ / ●	300	600	900
Vertical Beam	○ / ●	600	1,200	1,800
Horizontal Beam	○ / ●	600	1,200	1,800
Eye Lasers	○ / ●	300	600	900
Power Punch	● / ●	750	1,500	2,250

Vulcan Attack

Temperance will aim both arms just above your position and fire a volley of shots. Simply stay on the ground to avoid these attacks.

Vertical Beam

Temperance will shout just before he fires a shot into the ground beneath you. Evade as Temperance raises his aim or keep Parrying directly towards him.

Horizontal Beam

Temperance will back away and put his hands to his head as he draws power. A single shot is fired, signposted by a shout. Evade through the beam, or Parry directly at Temperance to nullify damage.

Eye Lasers

Temperance will smash into the side of the battle area. Signposted by a flash of his eyes, he will then fire a volley of lasers. Stay on the move with Evades as soon as you see the attack signpost, or repeatedly Parry directly towards Temperance to deflect the shots.

20,000 HP

4,000

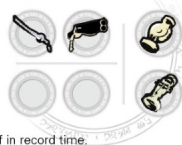


x2

NORMAL AND HARD Fire shots to reset the Combo Timer, then dash in with Beast Within. Evade Temperance's Power Punch to activate Witch Time and attack the arm with a Barrage. If Temperance does not become Stunned after your Barrage attack, Lock on and follow up with repeated long range Shuraba Tetsuzankos. Once he becomes Stunned, attack his head with powerful combos, and then switch back over to Tetsuzanko strikes when he backs away.

NON STOP CLIMAX Reset your Combo Timer with shots then rush in with Beast Within. Repeatedly attack with Shuraba Tetsuzankos to Stun Temperance before attacking his head with a Barrage. Use the Shotgun Trap (see Advanced Mêlée Techniques) to see him off in record time.

High Scoring Tip! Wait for Temperance to smash into the platform in preparation for the Eye Lasers, then repeatedly Parry to deflect the whole volley of shots. This will Stun Temperance, so follow up with repeated Shotgun Traps to massively boost the Combo Multiplier. →□ 01



JUSTICE

CHAPTER XV: A TOWER TO TRUTH

12,000 HP

4,500



x2

ATTACKS & STRATEGY

Main Attack Data

Technique	WT / PA	NML	HRD	CMX
Vine Straight	○ / ●	300	600	900
Vine Hook	○ / ●	300	600	900
Vine Smash	○ / ●	300	600	900
Twin Vine Crush	○ / ●	500	1,000	1,500
Triple Vine Smash	○ / ●	300 x 3	600 x 3	900 x 3
Tentacle Smash	○ / ●	400	800	1,200
Tentacle Thrash	○ / ●	400 x 3	800 x 3	1,200 x 3
Tentacle Rush	● / ●	400	800	1,200

Vine Sequence Attack Data

Technique	WT / PA	NML	HRD	CMX
Vine Defence	○ / ●	300	600	900
Debris	○ / ●	300	600	900
Tri-Gate	○ / ●	300	600	900
Saw-Gate	○ / ●	300	600	900
Vine Whip	○ / ●	300	600	900
Vine Crush	○ / ●	500	1,000	1,500

Please see the entry for Lustitia for a full explanation of these techniques.



NORMAL AND HARD Stand right in front of the Tentacle's face and attack with . Beware of the Tentacle Thrash and Vine Hook and Evade as soon as you notice the cue for these attacks → 02. Alternatively, equip Pulley's Butterfly to shield yourself.

Keep this up until Justice executes the Tentacle Rush. Evade this to activate Witch Time and once again attack with . Board the Tentacle and follow the same procedure as you did when fighting Lustitia.

NON STOP CLIMAX Follow the same procedure as Normal and Hard, Evading through the Tentacle Rush and immediately using another Combo to connect when the Tentacle reverts back to its normal position.

PRUDENCE

CHAPTER XV: A TOWER TO TRUTH

10,000 HP

4,000



x2

ATTACKS & STRATEGY

Technique	WT / PA	NML	HRD	CMX
Forelimb Swipe	● / ●	300	600	900
Bite	● / ●	500	1,000	1,500

Please see the entry for Sapientia for a full explanation of these techniques.

NORMAL AND HARD Evade either of Prudence's attacks to activate Witch Time, then attack with an Aerial to smash him backwards. Advance while firing shots when you land to reset the Combo Timer, and then Evade another attack to repeat the process.



NON STOP CLIMAX Use the same strategy as per Normal and Hard, but after each Evade, immediately counter with a Wicked Slice via Shuraba Tetsuzanko.



Jeanne
Umbra Witch
JEANNE
Umbra Witch

Jeanne: 1st Encounter	5,000 HP		x1	 1,000
Jeanne: 2nd Encounter	10,000 HP		x2	 2,000
Jeanne: 3rd Encounter	25,000 HP		x3	 5,000
Jeanne: 4th Encounter	50,000 HP		x4	 30,000

JEANNE: 1ST ENCOUNTER

CHAPTER II: VIGRID, CITY OF DÉJÀ VU



A witch as powerful or more so than Bayonetta. Her piercing eyes cut through to awaken Bayonetta's lost memories.

The moonlit battlefield ...
 Umbra Witches ...
 The heir to the clan throne ...
 How were their pasts intertwined?

Will you face me in this hallowed arena?

– Vigrid Chronicles, Chapter I
 Avellaneda

GUN STYLE ATTACKS

2-hit Combo

A quick punch to Heel Kick combo executed at close range. Although simplistic, this attack executes very quickly and you don't get much warning of it's approach. The best way to deal with Jeanne's Melée Strikes is to make a habit of always Evading as soon as she approaches. By Evading, you'll give yourself a moment to visually confirm which attack Jeanne is using so that you can act appropriately.

5-hit Kick Combo

This technique utilises the same attack animation as the combo with Odette. It is comprised of a lightning-fast series of kicks at close range → □ 01. The activation of this attack is incredibly fast, as per the 2-hit Combo. Evade as soon as Jeanne enters close range to give yourself a second to check what she is doing. Upon Evading the opening kick, continue to Evade through the rest of the sequence. The opening Evade will dodge the first kick. Evade again directly afterwards to dodge the second pair of kicks and again for the single kick that follows. Finally, Evade one last time to dodge the finishing kick. After Evading the sequence, counter immediately with a strong attack such as the Tetsuzanko.

Red HotTip! If you have the Moon of Mahaa-Kalaa equipped, Parry any of the incoming kicks to stop this attack dead.

Kickflip/Death Spin

In a close combat situation, she will often execute this technique to launch Bayonetta into the air. If Jeanne catches you with this, she will continue the hurt by modifying the strike into a Death



Jeanne Handguns Attack Data

Technique	WT / PA	NML	HRD	CMX
2-hit Combo 1st hit	○ / ●	100	200	300
2-hit Combo 2nd hit*	○ / ●	150	300	450
5-hit Kick Combo 1st hit*	○ / ●	100	200	300
5-hit Kick Combo 2nd hit*	○ / ●	100	200	300
5-hit Kick Combo 3rd hit*	○ / ●	100	200	300
5-hit Kick Combo 4th hit*	○ / ●	150	300	450
5-hit Kick Combo 5th hit*	○ / ●	150	300	450
Kickflip/Death Spin 1st hit	○ / ●	100	200	300
Kickflip/Death Spin 2nd hit	○ / ●	50	100	150
Kickflip/Death Spin 3rd hit	○ / ●	50	100	150
Kickflip/Death Spin 4th hit	○ / ●	50	100	150
Overhead Dive Kick	○ / ●	200	400	600
Spin Kick	○ / ●	100	200	300
Bullet Storm	○ / ●	300	600	900

*Odette kick combo animation

Spin before finishing the sequence with an Overhead Dive Kick. Should you be caught up in the Death Spin section of the attack, it is tricky to Evade out of the rapid strikes. Use Bat Within to phase out of the attack, or Parry directly at Jeanne to stop the sequence dead.

Overhead Dive Kick

The Overhead Dive Kick will be executed as a finishing strike directly after the Kickflip/Death Spin attack, or as a standalone aerial strike triggered when you jump. Evading Jeanne's Overhead Dive Kick will present you with a chance to counter-attack. The moment Jeanne lands as you Evade the strike, execute a Tetsuzanko to score an easy Wicked Punch.

Spin Kick

This is the same technique as Bayonetta's Aerial Bullet Climax (Feet), but performed purely as a striking attack and executed on the ground. This attack will often be employed as a counter-attack after Jeanne is blasted away by an attack of your own. Be wary of blindly chasing Jeanne – she always has a trick up her sleeve!

Bullet Storm

The Bullet Storm is usually executed if Jeanne finds herself out of attack range. Should you back away from her, she will crouch into a low stance and fire a rapid volley of bullets. Evading works as normal; Evade through the shots as they sweep across.

SPECIAL TECHNIQUES

Jeanne Special Techniques Attack Data

Technique	WT	NML	HRD	CMX
Stiletto	○	100	200	300
Heel Slide	○	100	200	300
After Burner Kick (Rising)	○	100	200	300
After Burner Kick (Diving)	○	100	200	300
Witch Twist (ground)*	○	200	400	600
Witch Twist (rising)*	○	50	100	150

*At close distance, both attacks (ground and rising) can hit.

Stiletto

This is the exact same technique as Bayonetta's Stiletto. It is usually activated at mid-range as a means for Jeanne to close the gap while under attack from gunfire. The difference between this attack and the one used by Bayonetta is that it does not have an activation delay – Jeanne will rush forwards instantly! Upon shouting “BE GONE!” Jeanne will dash directly towards you with the Stiletto. This is not much of an attack cue, but keep it in mind.

Heel Slide

Jeanne will shout “DISAPPEAR!” as she rips towards you with a Heel Slide. As per the Stiletto, there is no activation delay when Jeanne performs this technique. Evade Jeanne's striking attacks proactively, always staying on the move to ensure you do not get caught off guard by her incredible speed.

After Burner Kick (Rising)

This Rising attack will be executed as a way of knocking you out of the air. The act of jumping will trigger Jeanne to use her aerial attacks. She will often launch a rising After Burner Kick and follow it up with an Overhead Dive Kick. Be ready to Evade again after Evading the After Burner Kick (Rising), as Jeanne has a habit of throwing in the Overhead Dive Kick or After Burner Kick (Diving) whether she connects the After Burner Kick (Rising) or not.

After Burner Kick (Diving)

The Diving variant of the After Burner Kick will be activated as a finishing strike after the Kickflip/Death Spin attack. Evade this attack just as you would the Overhead Dive Kick. Use the brief moment Jeanne's defence drops after she completes the attack to strike hard with a Tetsuzanko.

Witch Twist

If Jeanne finds herself overwhelmed by heavy gunfire she will activate the Witch Twist and dodge to a safe position, or counter-attack with an aerial technique. Upon activating the Witch Twist, Jeanne will slide across the floor on her knees before launching skywards with a rising uppercut. Once she reaches the top of this Rising attack, she will often follow up with an Overhead Dive Kick or After Burner Kick (Diving).

STRATEGY

NORMAL This first encounter with Jeanne acts as a tutorial for the Witch Walk ability, which Bayonetta must employ to progress through to the city of Vigrid. Upon starting the battle Jeanne will not move. Follow the on-screen instructions for Witch Walk, before approaching Jeanne to trigger her to attack. Jeanne will not employ her Wicked Weave attacks during this sequence, so triggering Witch Time via Evading her combos will not work. Jeanne plays a very defensive game here, so techniques such as the Kick Stagger and the various Trip and Launcher strategies detailed in the Fighting Jeanne

04 54 section will work well → 01. Deplete Jeanne's energy gauge to win the fight and gain the Witch Walk ability.

HARD When playing Hard and Non Stop Climax difficulty settings, this Jeanne encounter is very different to the Normal mode version. You will be faced with a hybrid version of Jeanne,

possessing all the attacks of Jeanne: 2nd Encounter, but without the Lynx Within ability. This makes for a tough battle, as you cannot rely on baiting Jeanne to use her Lynx Within to activate Witch Time via the combo that follows.

One behaviour you can rely on in this particular battle is that Jeanne will activate the Bullet Storm from a distance. Make sure you have the Moon of Mahaa-Kalaa equipped and Parry these shots back at her → 02. Once she recovers, the next attack is highly likely to be a stand-alone Wicked Weave. React quickly and, as soon as the Wicked Weave activates, dodge to activate Witch Time and rush in to attack.

Red HotTip! Use the Umbran Spear technique to instantly zap to Jeanne's position upon activating Witch Time.

NON STOP CLIMAX Please refer to the “Fighting Jeanne” section for details on how to deal with Jeanne's techniques without relying on Witch Time.

04 55



JEANNE: 2ND ENCOUNTER

CHAPTER V: THE LOST HOLY GROUNDS



Long ago, two clans, the Umbra Witches and Lumen Sages, oversaw the passing of history while balancing each other's power.

However, one day, the clans set loose a tremendous war upon the world, then crumbled away. Only Bayonetta, sleeping soundly on the bed of a dark, cold lake, escaped the battle ... To recover her lost memories, Bayonetta once again throws herself into the fight between light and dark.

Why is this mysterious woman chasing her? What does she know?

Now that you've returned, my sleeping beauty, it is time to finish that fight."

– Vigrid Chronicles, Chapter II Avellaneda

GUN STYLE ATTACKS

2-hit Combo to Wicked Punch

Jeanne will now add a devastating Wicked Weave attack to the end of her basic 2-hit Combo. Dodge the Wicked Punch at the end of this combo to activate Witch Time for a chance to deal serious damage. The trick here is to Evade proactively and memorise the delay between the second strike and Wicked Punch activation. It is very easy to Evade too early and miss your chance to activate Witch Time. Make sure you leave a slight pause between the second and third Evade!

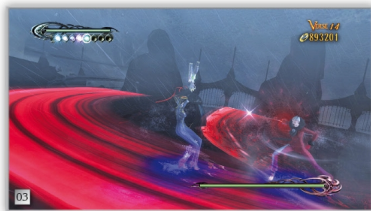
Jeanne Handguns Technique Additions

Technique	WT / PA	NML	HRD	CMX
2-hit Combo to Wicked Punch first hit	○ / ●	100	200	300
2-hit Combo to Wicked Punch second hit	○ / ●	150	300	450
2-hit Combo to Wicked Punch third hit	● / ●	300	600	900

SWORD STYLE ATTACKS

2-hit Combo to Wicked Slice

A single sword slash, followed by a Heel Kick leading into a wide-range Wicked Slice. Evade this attack in exactly the same fashion as the 2-hit Combo to Wicked Punch; Evade the opening strike by pressing ∇ as soon as Jeanne enters close range, then Evade again to dodge the second strike. Leave a very slight pause before pressing ∇ again to dodge the Wicked Slice and activate Witch Time.



Jeanne Katana Attack Data

Technique	WT / PA	NML	HRD	CMX
2-hit Combo to Wicked Slice first hit	○ / ●	200	400	600
2-hit Combo to Wicked Slice second hit	○ / ●	100	200	300
2-hit Combo to Wicked Slice third hit	● / ●	500	1,000	1,500
Custom lai-Jutsu first hit	○ / ●	200	400	600
Custom lai-Jutsu second hit	○ / ●	100	200	300
Custom lai-Jutsu third hit	● / ●	500	1,000	1,500
Flashing Blade to Wicked Stab first hit	○ / ●	200	400	600
Flashing Blade to Wicked Stab second hit	○ / ●	100	200	300
Flashing Blade to Wicked Stab third hit	○ / ●	100 x 3	200 x 3	300 x 3
Flashing Blade to Wicked Stab fourth hit	○ / ●	100 x 3	200 x 3	300 x 3
Flashing Blade to Wicked Stab fifth hit	● / ●	500	1,000	1,500

Custom lai-Jutsu

Here we have a 2-hit sword combo followed by a wide-range radial drawn slash $\rightarrow$ 03. Evade the first pair of sword strikes individually, pause for a moment, then press ∇ to Evade the third and final strike. Note that there is a significant delay between

the second and third strike of this combo, as Jeanne momentarily sheaths her sword prior to the final strike of the sequence. Ensure that you get a feel for this delay so that you do not Evade the final strike too early and miss a chance to activate Witch Time.

Flashing Blade to Wicked Stab

A basic 2-hit sword combo that launches into a pair of rapid sword flurries, before finishing with a powerful Wicked Stab. The opening pair of strikes are identical to the Custom Iai-Jutsu.

Evade the first proactively, and then the second immediately afterwards. Luckily, you do not have to Evade each strike of the pair of flurry attacks individually. Treat each flurry as a single attack and Evade once per flurry. Pause ever so slightly before Evading the final strike. Jeanne delays this strike for a split second as she summons the Wicked Stab.

Red Hot Note! Please see the Fighting Jeanne section for a full explanation of how to deal with Jeanne's Wicked Weave attacks and make effective use of Witch Time.

SPECIAL TECHNIQUES

Lynx Within

If Jeanne finds herself out of attack range, she will transform herself into a Lynx and charge at you with blinding speed. This technique is entirely dictated by proximity; backing away will trigger Jeanne to activate Lynx Within, rush straight at you, then execute a combo attack

Red Hot Note! This behaviour pattern is a vital part of the strategy to defeat Jeanne. As this attack habit is dictated by proximity, you can dictate its activation to lure Jeanne into a trap.

Wicked Weaves

During the boss encounters against Jeanne, she is able to summon stand-alone Wicked Weave attacks at will. These attacks are signposted by a red lightning effect around Jeanne's body, a click of her finger or a stamp of her foot, and accompanied by a shout of "BURN!" →□ 01/02. Jeanne can unleash these stand-alone Wicked Weaves in many situations, but usually makes use of them at long range. The situations to beware of are:

- At long distance, after Jeanne has completed a Bullet Storm attack, she will often execute a stand-alone Wicked Weave.
- After blasting Jeanne away with a powerful attack, she can execute a stand-alone Wicked Weave as soon as she's back on her feet.
- If Jeanne is at long distance, and walking slowly towards you, she will often activate a Wicked Weave without warning.
- Directly after missing a combo string (especially the 5-hit Kick Combo) or an aerial attack, Jeanne will often attempt to execute one of these instant Weaves.

Jeanne Special Techniques Attack Data

Technique	WT / PA	NML	HRD	CMX
Lynx Within	- / -	N/A	N/A	N/A
Wicked Punch	● / ●	300	600	900
Wicked Heel	● / ●	300	600	900
Wicked Stomp	● / ●	300	600	900
Wicked Uppercut	● / ●	300	600	900
Lightning Heels first hit*	○ / ●	200	400	600
Lightning Heels second hit	○ / ●	25	50	75
Lightning Heels third hit	○ / ●	25	50	75
Lightning Heels fourth hit	○ / ●	25	50	75
Lightning Heels fifth hit	○ / ●	150	300	450
Kick Gigaton Failure	○ / ○	300	600	900
Wicked Double Punch*	● / ●	600	1,200	1,800
Punch Gigaton Failure	○ / ○	400	1,200	1,800

*Activates Gigaton Attack

The effect that each of Jeanne's Wicked Weave attacks has upon connecting is identical to Bayonetta's versions. A Wicked Uppercut or Punt will launch you into the air, a Wicked Punch or Heel will blast you away and a Wicked Stomp or Pound will crush you to the ground. Evading these techniques requires quick reflexes, as the attack cue is very fast. As suggested with Jeanne's physical attacks, Evading proactively, when any of the described situations arise, will make dodging much easier.

Wicked Double Punch

A nasty little technique Jeanne keeps up her sleeve for when things get serious is the ability to summon two Wicked Punches at once! Upon executing the technique, the action will slow down and a 'Counter' prompt will appear. Immediately hit →□ 03 to launch a Gigaton attack. →□ 03



Gigaton Action! Bayonetta and Jeanne will enter an intense Punch Flurry contest – rapidly tap  to keep up with the barrage. Filling the Gigaton meter will win the battle. Failure to fill the Gigaton meter will result in Bayonetta taking a Wicked Punch pounding!

Lightning Heels

When things start to heat up, Jeanne will throw a powerful kick combo, signposted by Jeanne shouting “MY TIME!” Once executed, this attack will slow down time momentarily and a “Counter” prompt will appear. Press  as soon as the prompt appears to launch a Gigaton attack. →□ 04



Gigaton Action! Rapidly tap  to keep up with Jeanne's heavy barrage of kicks. Completely filling the Gigaton meter will win this stand-off situation. Failure to do so results in a kick to the face!

Red Hot Note! Both Gigaton attacks against Jeanne will change into a double sequence when Jeanne's life gauge becomes critically low. Upon filling the Gigaton meter, be ready to continue your rapid button-pressing when the second meter appears.



STRATEGY

Phase 1: The fight begins in a small circular arena →□ 05. Using the techniques described in the Fighting Jeanne section, smash her life gauge down to around 60% to trigger the next Attack Phase.



Phase 2: Now the fight moves to the surface of a huge chunk of rock sent flying through the air by the terrifying winds of the storm that engulfs the area →□ 06. There is a high probability that the first attack Jeanne will use will be a stand-alone Wicked Weave. Watch Jeanne very closely and be ready to Evade, as soon as you see the Wicked Weave attack cue to activate Witch Time for a Barrage combo. If she does not perform a stand-alone Wicked Weave, then back away and proactively Evade to give yourself time to judge what she's up to. Remove around 25% of her last remaining life gauge (yellow) to trigger the third and final Attack Phase.

Phase 3: Now you're back within a small circular arena, and all that's left to do here is attack Jeanne to remove the remainder of her life gauge and win the battle →□ 07. In all cases, refer to the Fighting Jeanne section for details of how to attack Jeanne and defend yourself against her technique. The circular arenas featured in this battle are just about large enough for the “Forcing Witch Time” strategy to work.

04.56



JEANNE: 3RD ENCOUNTER

CHAPTER XII: THE BROKEN SKY



Bayonetta, unable to hide her worries about Cereza, finds her path blocked by another witch – Jeanne. Within her eyes lies not worry for the young child, but only blind ambition. She bats barely an eyelash at the statues revealing their connection, standing coldly in Bayonetta's path.

Fill your eyes with hatred.
Accept your violent fate; accept it and earn the Left Eye! Prove you deserve it!"

– Vigrid Chronicles, Chapter III Avellaneda

ADDITIONAL TECHNIQUES



Redline Rush

Jeanne will come tearing at you at full blast! Evade just before the bike reaches you to activate Witch Time. Attacking with Barrage combos here will really boost the Multiplier!

Killer Drift

This attack has the same crazy speed as the Redline Rush, but this time Jeanne will turn the bike sideways to increase its striking range →□ 01. Evade just before the attack connects to activate Witch Time, then let her have it with a Barrage combo!

Vortex Drift

Jeanne will come screaming at you with a Redline Rush, and swing the bike round in a wide circular motion. There's no special way of dealing with this attack. Just watch closely, and Evade when Jeanne enters close range to activate Witch Time.



3rd Encounter Technique Additions

Technique	WT / PA	NML	HRD	CMX
Gomorrah	● / ●	500	1,000	1,500
Malphas	● / ●	500	1,000	1,500
Hekatoncheir	● / ●	500	1,000	1,500
Scolopendra	● / ●	500	1,000	1,500
Redline Rush	● / ●	500	1,000	1,500
Killer Drift	● / ●	500	1,000	1,500
Vortex Drift	● / ●	500	1,000	1,500
Bike Bullet Blitz	○ / ●	300	600	900

Bike Bullet Blitz

After making a pass, Jeanne will often stop the bike and fire a hail of bullets. The best course of action here is to have the Moon of Mahaa-Kalaa equipped and Parry the shots back. Any shot successfully deflected back at Jeanne will increase the Combo Multiplier.

Gomorrah

With the same "BURN!" attack cue that precedes stand-alone Wicked Weave attacks, Jeanne will summon the dragon Gomorrah →□ 02. Gomorrah will pause for a brief moment, let out a growl, and then lunge forwards to snap with his jaws. The growl that sounds shortly after Gomorrah is summoned is the exact moment you need to Evade to activate Witch Time. →□ 03

Malphas

The form of Malphas will explode from the ground beneath Jeanne. After crying out it will charge ahead with a ramming attack →□ 04. Evade on the sound the bird makes just after it is summoned. This



audio cue sounds just before the charging motion is executed – get this right and you'll activate Witch Time.

Hekatoncheir

A huge pair of arms will materialise above Jeanne and deliver a crushing blow with both hands →□ 05. Leave a slight pause between the attack's activation and your Evade. Be careful not to Evade too early or miss a Witch Time activation chance.

Scolopendra

The giant centipede will explode from the ground and trace an ever-widening spiral around Jeanne's position →□ 06. The activation cue of this technique is identical to Jeanne's summoning of a stand-alone Wicked Weave. Evade as soon as you see the red lightning visual effect or at the exact moment she shouts "BURN!" The hit area is absolutely huge, so activating Witch Time

is a simple matter of pressing ♥ anywhere within close proximity of Scolopendra's body.



STRATEGY

Wicked Combo Combos

From this point onwards, Jeanne will combine her stand-alone Wicked Weave attacks into multi-hit combos. So if, for example, she connects a Wicked Uppercut, she will immediately follow it up with a Wicked Stomp. Always be ready to Evade after taking damage from a Wicked Weave, as it is extremely likely Jeanne will not leave it at that.

NORMAL Phase 1: Evade as soon as this Attack Phase begins. Jeanne and Bayonetta start the battle within close proximity of each other, and while there is a possibility you can strike first, it's best not to risk it. Using the techniques described, attack Jeanne and reduce her 2nd life gauge (green) by 10% to trigger the next Attack Phase.



Phase 2: Jeanne will summon her bike and make repeated passes across the battle zone in an attempt to ram you while mixing in gunfire via the Bike Bullet Blitz. This is a great sequence for scoring! As soon as this phase begins, Evade away from Jeanne to give yourself time to react to the imminent bike attack. Hold Taunt, once you are situated a safe distance from Jeanne, to hold your combo, then Evade the bike just before it hits you to activate Witch Time.

The easiest strategy is to Evade the bike to activate Witch Time, then attack with a ④④④④④ combo. Ensure you attack the bike from behind to eliminate the risk of being run over when time resumes. On completing the combo, hold Taunt to freeze the combo timer. If Jeanne fires the Bike Bullet Blitz shots, Parry

them back and then dodge the incoming bike once again, which allows you to repeat the sequence.

For a trickier variation of this strategy, activate Witch Time on each pass of the bike, while Parrying the Bike Bullet Blitz shots. The difference here is that a ④④④④④ combo should be used instead. This combo does not force Bayonetta away from her target, like the previous example. When at close range, even if you are behind the bike, you will still take damage when time resumes. The trick is to Evade at the exact moment Witch Time ends (this should coincide with the exact moment of the final kick of your combo). This will activate Witch Time again, allowing you to repeat the process and score a string of Witch Time activations!

Continue whichever process you have chosen until Jeanne's health is depleted to around 15% of the current gauge (green), at which point the bike is destroyed and Attack Phase 3 begins.

Phase 3: You should handle this exactly as in Attack Phase 1, but Jeanne will make more frequent use of the Wicked Double Punch and Lightning Heels techniques. Deplete her final life gauge to win the battle!

HARD AND NON STOP CLIMAX Be aware that, when fighting Jeanne on the higher difficulty levels, she will be fully loaded with her entire arsenal. This includes the Phantasmaranea Infernal Demon summon, which is usually activated on the 4th encounter. On Hard, concentrate on scoring high during Attack Phase 2, using Witch Time activations. When playing Non Stop Climax, the scoring threshold is much lower, so aim to Parry the Bike Bullet Blitz shots during Phase 2 to boost your Combo Multiplier and attack the bike from a distance.

JEANNE: 4TH ENCOUNTER

CHAPTER XIV: ISLA DEL SOL



500 years ago, the Lumen Sages and Umbra Witches were wiped out in a chaotic war. Between the two clans, there was one unbreakable tenet of faith.

The intersection of light and dark would bring calamity to this earth.

Jeanne, consorting with the light in violation of that tenet, relentlessly pursues her fellow witch's destruction. Bayonetta, staring down the barrel of Jeanne's gun, sees something hiding behind the red witch's blood lust ... Memories that cause ambivalence towards their battle. But now, no one can change the course they have set out upon.

That is why the Left Eye, our treasured Left Eye, will never fall into the hands of another!

— Vigrid Chronicles, Chapter IV Avellaneda

ADDITIONAL TECHNIQUES

4th Encounter Technique Additions

Technique	WT / PA	NML	HRD	CMX
Missile Strike*	○ / ●	500	1,000	1,500
Phantasmaranea	● / ●	500	1,000	1,500

*Triggers Counter sequence.

Missile Strike

Jeanne will click her fingers and shout "BURN!" – this will trigger a missile to target your location. Press **○+●** immediately upon the appearance of the "Counter" prompt to catch the missile

and throw it at Jeanne. A deadly game of catch will ensue. Press **○+●** on each successive "Counter" prompt (usually 4) to eventually win the match and deal Jeanne some serious damage.

Phantasmaranea

The giant spider demon will leap into the air upon being summoned and come crashing down directly on top of you. Tracking this creature's position is tricky, as it goes beyond the top of the screen. Leave a pause after it leaps to meet the attack with an Evade when it lands.

STRATEGY



Phase 1: The large circular area in which this fight kicks off is perfect for the "Forcing Witch Time" technique described in the "Fighting Jeanne" section. After landing a Witch Time combo, activate Beast Within and dash far away again. Fire a

couple of **○** shots, then keep holding Taunt to keep your combo active before repeating the process. Combine this with the other strategies we have included to smash Jeanne's life gauge down to around 10% of the current gauge (purple) to activate the next Attack Phase.

Note: When the life gauge displays disappear during the building destruction sequence, any blows you receive from Jeanne will not cause you any damage or affect your grade.

Phase 2: When the cutscene finishes, Jeanne will summon a missile with the familiar "BURN!" attack cue. Do not attack Jeanne upon starting this Attack Phase. Instead, concentrate on hitting **○+●** as soon as the "Counter" prompt appears to catch the incoming missile. Now repeatedly press **○+●** to keep up with the ever-faster "Counter" prompts so as to damage Jeanne with the missile.

After hitting Jeanne with the missile, she will be situated a great distance from you. Don't go to her. Instead, stay where you are to force her to use a Wicked Weave. Watch Jeanne very closely, and as soon as you see/hear the Wicked Weave cue, press **○** and then activate the Umbran Spear to instantly zap over to her position. Attack with a powerful combo, and try following up with the Heel Stomp Trap, as described in the "Fighting Jeanne" section, to deal even more damage!

Once Jeanne's current life gauge (blue) has been reduced by around 60%, another Missile Strike will be triggered. Press **○+●** when prompted to jump aboard the missile and activate the next Attack Phase.

Phase 3: Once you have beaten Jeanne into her 3rd life gauge (green), a preset sequence will be activated in which you must jump on to another missile to avoid collision with a building. Press **○+●** when prompted to jump across to another missile and continue the battle. The next Attack Phase will be activated after you've reduced her green life gauge by about 40%.

Phase 4: Here you have a large area, complete with a Witch Walk wall to play around on. Continue the battle while countering Jeanne's many attempts at the Wicked Double Punch and Lightning Heels attacks. This is Jeanne's final life gauge, so smash this one down and it's all over.



FIGHTING JEANNE



As Jeanne is able to react intelligently to any given situation and to freely utilise her arsenal of techniques, it is not possible to write an exact routine for beating her. Instead we will give a list of possible situations and ways to deal with them. With practice, you'll be able to dictate Jeanne's attack behaviour in order to force those situations you can benefit from.

Keep Firing!

Jeanne can easily brush off shots, so this is not an effective way of keeping the Combo Multiplier active. Holding an attack button and firing high-speed shots with Scarborough Fair, however, is a completely different story. Jeanne cannot defend herself against such a concentrated hail of bullets. By using the Dodge Offset system you can cue up combos and Evade to stay on the move until an opening appears, and then fire masses of bullets all at once.

Blind Siding

After Evading attacks such as the aerial Stiletto or Heel Slide, there is a brief moment where Jeanne's defences falter. In these instances it is possible to score a hit with a powerful attack, such as the Tetsuzanko or Heel Stomp.

Kick Stagger

The initial strikes of Bayonetta's kick combo sequence (excluding Durga in Fire Mode and Odette) are a simple, yet extremely effective, means of setting Jeanne up for attacks. The probability of being Parried is relatively low, while the strike itself will leave Jeanne Staggered and susceptible to a follow-up strike. This technique is especially useful for setting Jeanne up for a Launcher attack. Jeanne will often Parry or dodge the + Uppercut, so throw a single kick at her first to reduce the chance of this happening. Of course, you aren't limited to striking with the Uppercut alone. On Staggering Jeanne with a single you are free to go for more powerful strikes, such as the Tetsuzanko.

Kick Stagger to Wicked Uppercut

As the opening pair of the kick-based combo sequences have such a marked effect, it's well worth completing the combo sequence as + . After being struck by the second of the sequence, the likelihood of Jeanne defending herself against the Wicked Uppercut is fairly low. After connecting the Wicked Uppercut, immediately jump up after Jeanne and execute an + combo.

Red Hot Tip! Both the Kick Stagger and Kick Stagger to Wicked Uppercut sequences work very well if used in a Blind Siding situation.

Launcher Follow-up

Connecting the + Uppercut or Kick Stagger to Wicked Uppercut will launch Jeanne into the air. Stay on the ground and immediately perform + . Jeanne will often fall into the part of the combo and be knocked to the floor. This massively increases the chance of the Wicked Uppercut, activated by the final , connecting and sending Jeanne skywards again. As soon as Jeanne gets launched by the Wicked Uppercut, jump up after her and perform an aerial + . Evade as soon as the Wicked Punch on the final is executed in case Jeanne manages to dodge and counter.

Shotgun Pressure

Combining Onyx Roses shots with the Dodge Offset system is a very effective means of keeping Jeanne subdued. The punch of each Shotgun Blast will Stagger Jeanne for a brief moment, giving you just enough time to continue to the next shot. Put this technique into use after Evading Jeanne's aerial Stiletto or Heel Slide. Catching her off guard with the first shot is key to keeping her Staggered. Use Dodge Offset between each shotgun blast to stay on the move, keeping you safe from incoming attacks as you wait for an opening.

Attack With Sweeps

The pair of Trip property leg sweeps within the + + + combo are quite possibly the most effective striking attack to use against Jeanne. Combining this with the Shotgun Pressure technique will allow you to keep Jeanne Staggered while staying on the move. Remember that you are able to Evade many times over while holding your current combo position – hold the third , while you Evade to get into position, before pressing to activate the first sweep. On connecting the sweep, keep holding to fire a pair of Shotgun Blasts, which Jeanne will now begin to dodge. Continue holding your combo position, using Dodge Offset to Evade Jeanne's attacks while looking for another opening for you to execute the second sweep.

Weapons: Onyx Roses – Durga (Fire Mode)

A low scoring (but extremely powerful) variant of this technique is to equip Durga (feet) with Fire Mode activated and Pulley's Butterfly. Summon the butterfly shield by pressing and attack Jeanne with + , holding each of the presses to lay a Bomb. The butterfly shield will soak up attacks, as you get to the kick part of the combo, and the sweeps will connect, allowing each Bomb to detonate while Jeanne lies on the ground defenceless.

Forcing Witch Time

From the second Jeanne battle onwards you can take advantage of one of Jeanne's set attack behaviours. Backing away out of attack range will trigger Jeanne to activate Lynx Within and charge at you. Once she enters attack range, it is highly probable that a combo attack will be used. Evade as soon as Jeanne gets in close and activates an attack. After the Evade you will have a moment to visually confirm which attack she is performing. Evading the last hit of any of Jeanne's combo attacks (apart from + + will activate Witch Time, so the key here is to learn to recognise the animations of Jeanne's combo attacks.

In order to learn the animations, look no further than the loading screen's Practice Mode. Jeanne uses the same fighting technique as Bayonetta, so, in the battle with Jeanne, knowing yourself is key to knowing your enemy. Using the Practice Mode, learn the opening animation and Wicked Weave activation point of the following preset combos:

2-hit Combo to Wicked Punch

First a punch, then a side kick and, finally, a lunging attack backed up by a Wicked Punch.



The following techniques are employed from the 2nd Jeanne encounter onwards.

2-hit Combo to Wicked Slice

A similar opening animation as the previous combo, but this time finished off with a wide-sweeping Wicked Slice. Evade this attack with exactly the same timing as the previous combo.

Custom Iai-Jutsu

This attack differs slightly from the rest, as release is not a Wicked Slice combo. It is a manual combo, where is held then released on the second input. This will sheath the sword momentarily to gather strength, before slicing out the finishing strike. Be aware of the slight pause caused by the sheathing when dodging this combo. Correctly Evading the final sword slice will activate Witch Time.

Flashing Blade to Wicked Stab

A pair of regular sword slashes, followed by two sets of triple-slashes and ending with a quick stab backed up with a Wicked Stab. Evade the initial pair of sword slashes individually, then treat each set of triple-slashes as a single attack and Evade once per set, then Evade the finishing stab to activate Witch Time.



Witch Time Combo

Upon activating Witch Time you'll have a great opportunity to score a big-hitting combo. is useful here, as there is just enough time, within a Witch Time activation, to allow you to get to the good bit before time returns to normal.

Heel Stomp Trap

After blasting Jeanne away with a Witch Time Wicked Weave combo, follow up immediately with constant repetition of the Heel Stomp → 01/02. As long as you connect the first stomp, Jeanne will not be able to escape any of the following stomps. You can keep this up until your Magic is depleted!

Red Hot Tip! If Jeanne is jammed into a corner you can substitute the Heel Stomp with the Tetsuzanko to provide another effective trapping method.

Perfect Parry

Parrying Jeanne's striking attacks will cause her to stumble momentarily. Treat this instance as you would a blind-side attack; either follow up with a powerful attack, such as the Tetsuzanko, launch her with an Uppercut, or start a combo chain with the Shotgun Pressure. Once you've gained a complete understanding of her animation and attack speed, your Parries will become more accurate. Ultimately, this will lead to consistently Perfect Parries, which will activate Witch Time via any of Jeanne's attacks!

NON STOP CLIMAX As the Combo Points threshold for Platinum Rank is lower in Non Stop Climax, you won't need to worry so much about scoring big combos. After dodging a combo that would normally activate Witch Time, treat the situation as you would a blind-side attack and strike hard with a Tetsuzanko or similar.

Better still – if you've sufficiently studied and memorised Jeanne's combo attacks, you can buffer the combo into each Evade you use to dodge her strikes. To dodge Jeanne's 5-hit Kick Combo, for example, you need four Evades to dodge the whole sequence. If you use these four Evades to buffer in the opening four commands required for the combo, you can unleash a sweep and Wicked Heel as soon as you've finished dodging, when Jeanne is at her most vulnerable!





Fortitudo Auditio FORTITUDO Auditio

150,000 HP  10,000  x3

	Normal Grade Requirements				Hard Grade Requirements				Non Stop Climax Grade Requirements			
												
Combo	2,400	16,800	31,200	74,400	2,300	14,996	27,692	65,760	1,900	9,120	16,340	38,000
Time	17:20	14:27	11:34	08:40	22:40	18:54	15:07	11:20	23:20	19:27	15:34	11:40
Damage	3,000	2,000	1,000	0	6,000	4,000	2,000	0	6,000	4,000	2,000	0

CHAPTER IV: THE CARDINAL VIRTUE OF FORTITUDE

Amongst the spiritually powerful of the Middle Ages it was thought that Paradiso held a Divine Will for all. As a result, they developed heavenly logic. The concept of the "Cardinal Virtues" was born out of this logic, classifying Paradiso's Divine Will into four broad groups.

These Cardinal Virtues occasionally become physical manifestations of the great intentions of Paradiso, and are known as the Laguna, inspiring awe in the masses. Personifying courage and fortitude, Fortitudo has been depicted as a terrifying being, sporting an enormous face and two dragon heads. He is said to be capable of summoning magma flows at will.

ATTACK PHASE 1

Bayonetta starts the fight standing on a long, raised walkway, with the giant Angel Fortitudo hovering directly ahead → 01. The aim here is to Stun Fortitudo in order to knock him to the ground, where you can activate a massive Gigaton Attack.

Dragon Bite

Each dragon head will attempt repeatedly to grab you in its jaws as you strut the walkway → 02. A 'squealing' sound will occur just before the striking animation of the attack, Evade on this cue to activate Witch Time. Parrying is a safer option. While attacking, you can keep Parrying towards Fortitudo so that Bayonetta will defend any strike, regardless of whether she is in attack animation or not.

Red Hot Tip! If you are having trouble timing the Evade to activate Witch Time, try running along the platform. If you are running at full tilt when a Dragon Bite is executed, it will miss you. Evading at this point, however, will still activate Witch Time.

Gigaton Action: Getting caught by a Dragon Bite will result in a Gigaton sequence, where Bayonetta must free herself from the creature's jaws. Rapidly shake the left stick left and right to break free of the dragon's grasp. Failure to do so will end in death.

Technique	WT / PA	NML	HRD	CMX
Dragon Bite*	● / ●	500 - death	1,000 - death	1,500 - death
Fireball	● / ●	500	1,000	1,500
Tail Swing	○ / ●	500	1,000	1,500
Platform Break	Possible attack while landing on the ground.			

*Instant death if you fail to escape

Fireball

The best way of dealing with this pair of Fireball shots is to Parry them back. Watch for when the dragon heads are drawn close together and start tapping **△** at this point to safely activate the Parry. If you do not have the Moon of Mahaa-Kalaa equipped, Evade the first of the incoming pair of Fireballs to activate Witch Time, then punch the second Fireball back at the dragon head.

Tail Swing

Fortitudo will turn his massive body in order to sweep his tail across the platform's surface. Evade towards this attack to pass safely through it. Alternatively, Parry by pushing **△** directly towards Fortitudo (towards his main body, not his tail).

Platform Break

If you take too long to complete this Attack Phase, Fortitudo will land and destroy the platform. Attack Phase 2 will be activated when you fall to the ground below.



ATTACK PHASE 2

Note: If the ground is set ablaze, switch your Feet weapon to Durga in Fire Mode to nullify damage during this phase.

During this ground-based encounter with Fortitudo, you'll find he's capable of some formidable techniques → 03. Attack Phase 2 will be activated, either once you Stun Fortitudo and send him crashing down, or when you get caught in a Dragon Bite attack, or if Fortitudo manages to destroy the platform. The conditions for ending this sequence are:

- ◆ Damaging Fortitudo to such a degree that he will stop attacking and take refuge on the arena wall (Attack Phase 3).
- ◆ Collecting the Hourglass of Time. This appears once part of the walkway is destroyed by one of Fortitudo's attacks.

The Hourglass of Time will appear glowing within the ruins of the walkway → 04. Press  to grab this item to reverse time and reappear on the walkway as if the damage had never occurred.

Lunging Dragon Bite

Crouching into a low stance, Fortitudo will lunge at Bayonetta with both dragon heads. As these attacks are difficult to read accurately, Parrying is a far safer way of defending. Parry directly at Fortitudo to safely block the attack.

Double Dragon

Fortitudo will jump forwards and deliver a pair of powerful hook strikes, courtesy of his dragon heads. Parry directly towards Fortitudo to negate the damage, or Evade tightly when he lands from his jump to activate Witch Time.

Overhead Dragon Smash

Fortitudo leaps towards Bayonetta and slams down both dragon heads with such force that they momentarily become stuck. Parry or Evade directly towards Fortitudo; if you're too close to Fortitudo's body, the attack will miss anyway.

Hunting Dragon Bite

This attack will be activated if you attempt to seek refuge underneath Fortitudo's body. A dragon head will lunge directly at your position in a similar fashion to the Phase 1 Dragon Bite. Watch out for the audio-visual cue. The dragon head will open its mouth wide as it growls, just before it strikes – use this as your cue to Evade.

Fireball

This is the same as the Phase 1 Fireball attack; a pair of fireballs will blast out from the dragon heads in quick succession. Parry these back to increase the Combo Multiplier, or Evade to activate Witch Time.

Aerial Fireball

Fortitudo can also take to the air and throw fireballs from above! Deal with this technique in the same way as in the previous variations. Parry them back to increase the Combo Multiplier.

Technique	WT / PA	NML	HRD	CMX
Lunging Dragon Bite	● / ●	500	1,000	1,500
Double Dragon	● / ●	500	1,000	1,500
Overhead Dragon Smash	○ / ●	500	1,000	1,500
Hunting Dragon Bite*	● / ●	500 – death	1,000 – death	1,500 – death
Fireball	● / ●	500	1,000	1,500
Aerial Fireball	● / ●	500	1,000	1,500
Dragon Breath	○ / ●	500	1,000	1,500
Dragon Rush	● / ●	500	1,000	1,500
Head Bomb	○ / ●	100	200	300
Foot Stomp	○ / ●	50	100	150
Inferno	● / ●	100	200	300

*Instant death if you fail to escape

Dragon Breath

The only cue you get that this attack is imminent is the sound of the dragon heads inhaling, followed immediately by a scorching flame attack. The best way to Evade this attack is to simply stay out of the way. If you are in close range, rush directly towards Fortitudo so that the attack passes safely overhead.

Dragon Rush

The huge Angel will charge, stomping his feet and chomping with both dragon heads as he goes. As the attacking range of this technique is so huge, it's far safer to keep Parrying directly ahead as Fortitudo charges past.

Head Bomb

Another trick Fortitudo will employ to stop you hiding is to launch an explosive bomb attack from his head. This attack will be activated if you find yourself directly underneath Fortitudo's body. The top of his (upside down) head will glow before launching a powerful blast. Get out of there quickly!

Foot Stomp

Standing close to one of Fortitudo's feet will cause him to perform a stomping action. Evade as soon as you see the foot being raised and get away from him!

Inferno

Lowering both dragon heads into firing position, Fortitudo will focus their full firepower directly at the ground. This will cause a series of explosive eruptions from the ground beneath your position before engulfing the whole arena in a sea of lava. Keep moving in one direction quickly to outrun the series of four eruptions.

Red Hot Tip! Evading the Inferno's initial flame attack will activate Witch Time. This is a great opportunity to make a dash for the Hourglass Of Time.

ATTACK PHASE 3

Inflicting heavy damage on Fortitudo during Attack Phase 2 will force him to retreat and seek a brief respite on the arena wall.

As soon as he has recovered, he will set the ground alight. Bayonetta will slow time at the precise moment a giant blast lifts sections of the ground into the air. Negotiate these raised

sections to make your way over to where Fortitudo is sitting, where a devastating Gigaton Attack will be at your disposal.

Once you've completed the Gigaton Attack, Fortitudo will once again use Inferno. This will result in the appearance of the Hourglass of Time. Grab it quickly to activate Attack Phase 4.

ATTACK PHASE 4

After ripping off one of the dragon heads and restoring the platform, you will once again be facing Fortitudo while he's in flight. This Phase differs from Attack Phase 1, in that Fortitudo can now latch on to, and destroy, the platform with his flaming breath!

Technique	WT / PA	NML	HRD	CMX
Platform Blast	●* / ●	500	1,000	1,500

*Witch Time activation only possible via the dragon head's platform biting action.

Platform Blast

The remaining dragon head will be drawn back as it accumulates power, before lunging and clamping hold of the platform. Fortitudo will then breathe fire and destroy the walkway, making Bayonetta fall to the floor. Ensure you stop this attack before it finishes by attacking the dragon head that has clamped hold of the platform with a  combo. Failure to stop the execution of this attack will activate another instance of Attack Phase 2.

ATTACK PHASE 5

Once both dragon heads have been removed, the enraged Fortitudo will blast the entire arena high into the air. Suspended high up in the air, this impossible situation is now a battle to the death; a race against time to defeat the monster before Bayonetta's ability to slow time reaches its limit!

Time Limit: 5:00

Talon Rush

With surprising speed, Fortitudo will launch himself at Bayonetta, talons first. Watch out for the visual cue; Fortitudo will tip his body backwards before launching himself into the attack. Evade here or repeatedly tap  towards Fortitudo to meet the attack with a Parry.

Headbutt

With this simple, but effective, technique the huge Angel will launch himself at full blast and ram the outer edge of the battle arena  01/02. Either stay away from the impact zone or Parry forwards to eliminate the damage.

Tail Spikes

After a Headbutt, Fortitudo will often attempt a sneak attack, stabbing his tail up through the ground beneath Bayonetta's feet. Keep an eye on the ground, as a golden glow will appear before each tail strike. Evade as soon as you see this glow!

Heat Breath

After a Headbutt, Fortitudo can also fire a high-energy beam from his mouth. Watch out for a glowing aura of energy appearing around Fortitudo's mouth before he fires. Evade using this cue, or keep Parrying directly at Fortitudo to safely defend yourself.

Ambush

Fortitudo will disappear overhead before crashing down on to the arena surface. Watch out for the golden glow that appears at the

Technique	WT / PA	NML	HRD	CMX
Talon Rush	○ / ●	500	1,000	1,500
Headbutt	○ / ●	500	1,000	1,500
Tail Spikes	○ / ●	500	1,000	1,500
Heat Breath	○ / ●	500	1,000	1,500
Ambush	○ / ●	500	1,000	1,500
Charging Inferno	○ / ●	500	1,000	1,500

Note: As time is already dilated. Evading an attack will not activate Witch Time during this sequence!



target area before he lands. Stay out of this zone to avoid the attack. Note that the shock wave from this technique can Stun Bayonetta for a short time, even if you are some distance away from the impact site, so Evade to nullify the effect of the shock wave.

STRATEGY



Note: The dragon heads are bullet-proof, so firing with  is not an effective means of keeping a combo active. By holding Taunt, to freeze the combo timer, and attacking with long-distance Wicked Weaves.

such as Tetsuzanko, you will ensure that you're able to build up a decent score.

NORMAL AND HARD **Phase 1:** Aim to Evade a Dragon Bite and activate Witch Time. Now pummel the dragon head with any rapid Wicked Weave combo to Stun Fortitudo. As soon as he becomes Stunned, jump down after him, land on top of one of the dragon heads and attack with  four times before pressing  to activate the Gigaton Attack.

Gigaton Action: Rapidly tap to build up power to enable you to pick up and slam Fortitudo.

Phase 2: As soon as you have completed the Gigaton Attack, continue the assault against the dragon head with a  combo. When Fortitudo gets to his feet, keep throwing Tetsuzanko strikes, while remaining locked-on to the dragon head. This will eventually weaken Fortitudo enough to skip Phase 2 and activate Phase 3.

Phase 3: Make your way quickly up to the walkway. Double jump when Fortitudo sets the ground alight and float slowly downwards by holding  until the platforms appear. Go over to Fortitudo and complete the Gigaton Attack. Fortitudo will now get to his feet and use Inferno to destroy the walkway. Immediately, rush over and activate the Hourglass of Time that now appears.

Phase 4: Immediately upon starting Attack Phase 5, be ready to Evade a pair of incoming Fireballs before resuming your attack. Alternatively, if you have the Moon of Mahaa-Kalaa equipped, Parry and deflect the pair of Fireballs by hitting the left stick up-left repeatedly. When the Fireballs are out of the way, resume attacking by throwing as many 🐼🐼 or Tetsuzankou strikes as possible before Parrying or Evading the next set of Fireballs. Keep this up until Fortitudo becomes Stunned again, and immediately jump down after him, strike four times with 🐼 and then activate the Gigaion Attack.

Phase 2: Repeat this phase exactly as per the previous explanation for Phase 2.

Phase 3: Once again, Fortitudo will make his way up over to the outer wall of the arena. Repeat this phase as per the previous explanation for Phase 3 to remove the second dragon head and initiate Phase 4.

Phase 5: Rush over to the arena perimeter and defend yourself against Fortitudo's attacks until he uses the Headbutt. Upon Evading or Parrying the Headbutt, hold your position and attack

Charging Inferno

Watch out for the pulse of energy Fortitudo emits while flying. After this visual cue he will charge, engulfed in flames. Parry by repeatedly tapping **Ⓔ** or Evade using the visual cue as a warning.

hard with rapid Wicked Weave combos. Stay alert and watch out for attack cues. Evade or Parry these, as explained in the technique section, then resume your Wicked Weave combos. After a beating, Fortitudo will back off into the distance in order to come crashing back in with another Headbutt. Hit him with Tetsuzanko strikes, while he sits in the distance, before Evading this additional Headbutt.

As his life gauge becomes critically low, press  +  to counter Fortitudo's final desperation attack and activate the Climax finish.

Climax Action: After pressing to counter Fortitudo's final Tail Swing, rapidly tap to build up bonus points.

NON STOP CLIMAX **Phase 1:** Keep up a constant flow of 🍄🍄 combos. The 🍄 will launch a long-range Wicked Weaver at the nearest dragon head. Defence is simple; keep Parrying towards Fortitudo while Bayonetta is attacking and the Parry will be activated, whether she's in the middle of an attack or not. Parrying Fireballs back will bump up the Combo Multiplier. Once Fortitudo has been Stunned, jump down after him immediately to land directly on top of the nearest dragon head, throw four 🍄 attacks then activate the Gigaion attack.

Red HotTip! Give the Gigaton Attack your all! Trying for as much damage as possible will ensure that you can correctly cancel the troublesome part of Attack Phase 2.

Phase 2 and Phase 3: Use exactly the same strategy as on Normal and Hard.

Phase 4: Immediately upon starting Phase 4, Parry a pair of Fireballs by hitting left stick up-left. Follow up with as many Tetsuzankos as possible before Parrying the next set of Fireballs. Keep this up until Fortitudo becomes Stunned again and immediately jump down after him, strike four times with  and then activate the Gigaton Attack.

Phase 2: Repeat this phase exactly as per Normal and Hard.

Phase 3: Once again Fortitudo will make his way up over to the outer wall of the arena. Repeat this phase as per the previous explanation for Phase 3 to remove the second dragon head and initiate Phase 5.

Phase 5: As soon as the scene starts, activate Beast Within and charge towards the edge of the arena. Party the incoming Head-butt, then attack repeatedly with a rapid Wicked Weave combo. While laying into him with everything you've got, keep an eye out for the Tail Spike, Heat Breath and Headbutt activation cues. Defend yourself against these, as previously explained, before resuming your attack. As soon as his health meter is drained to critical, Fortitudo will back off and attempt a desperation attack; hit  to counter this Tail Swing and activate the Climax finish.



210,000 HP  10,000   x3

	Normal Grade Requirements				Hard Grade Requirements				Non Stop Climax Grade Requirements			
												
Combo	2,700	23,112	43,524	104,760	2,600	20,852	39,104	93,860	3,900	64,740	125,580	308,100
Time	16.40	13.54	11.07	08.20	19.20	16.07	12.54	09.40	19.00	15.50	12.40	09.30
Damage	3,000	2,000	1,000	0	6,000	4,000	2,000	0	6,000	4,000	2,000	0
Body	80,000 HP				Energy Core (Normal) 10,000 HP x 5				Total (Normal) 210,000 HP			
Arms	40,000 HP x 2				Energy Core (Hard and Climax) 10,000 HP x 7				Total (Hard and Climax) 230,000 HP			

CHAPTER VII: THE CARDINAL VIRTUE OF TEMPERANCE

Temperantia, the true embodiment of the Cardinal Virtue of Temperance, is often depicted as an epic giant. With its body rising like a castle, Temperantia possesses two tree-like arms; a figure said to illustrate the total reverence in which the Laguna are held by the faithful.

When the true power of the Virtue of Temperance is visited upon our world, it is said to come as a tornado, capable of swallowing an entire country. Humans cannot begin to guess what the impetus behind Divine Will is, whether anger or happiness. They are left only with prayers and promises of personal temperance, if only the heavens would make the storm subside.

ATTACK PHASE 1

This epic encounter kicks off with Bayonetta standing on a small section of road that's been blasted through the air by the terrifying wind. Temperantia will use a combination of punches and artillery attacks, targeting either Bayonetta or the platform she's standing on. To win this section you must weaken Temperantia to the point where Bayonetta can counter one of his mighty punches, allowing her to climb on to his body and attack him directly.

Power Punch

Temperantia's arm will flash with electricity as he draws it back →□ 01. After building up power for a brief moment he will deliver an almighty punch, sending the platform flying. Evading just before the punch connects will ensure that only the platform (and not Bayonetta) is damaged by this mighty blow.

Upon Evading the attack, a Witch Time sequence will be activated. Negotiate the platforms away from Temperantia and towards a large vehicle. Press **Q+E** to grab and throw the vehicle at Temperantia, which will momentarily Stun him. Make your way back over to him immediately, via the platforms, and resume the attack.

Red Hot Tip! Parrying directly towards the **Power Punch**, or performing the **Umbran Portal Kick**, will also safely defend you against this attack. Performing a **Perfect Parry** against the **Power Punch** will activate **Witch Time**, allowing you to attack Temperantia's fist.

Grapple Punch

Using one arm to hold the platform in place, Temperantia will power up his free arm before delivering an almighty punch, which will destroy the platform and send Bayonetta flying →□ 02. Watch for the visual cue; Temperantia will grip the platform with one arm while drawing back the other, and electricity will flicker through the arm as he charges the punch. During this warning animation you must inflict very heavy damage upon the arm that's gripping. This will force Temperantia to release the platform and cancel the attack. Use a **Q+Q+Q+Q+Q** combo on the gripping arm as soon as you see the warning animation.

Vulcan Strike α

Temperantia will hold the platform in place with one arm while firing a rapid volley of shots with the other →□ 03. Repeatedly tap **Q** directly at the arm Temperantia is firing from to deflect the entire barrage. This will damage Temperantia while increasing the Combo Multiplier.

Vulcan Strike β

Gripping the platform with his left hand, Temperantia will use his free arm to rain down shots with the other →□ 04. As luck would have it, another platform will appear once this attack has been activated. Press **X** to jump across to this new platform before the missiles home in.

Red Hot Tip! Use a **Barrage** combo to attack the gripping arm as the missiles close in. Keep attacking for as long as you possibly can before **Evading** at the very last moment! It is possible to complete a whole **Q+Q+Q+Q+Q** combo before jumping across to the second platform.

Technique	WT / PA	NML	HRD	CMX
Power Punch	● / ●	500	1,000	1,500
Grapple Punch	○ / ○	500	1,000	1,500
Vulcan Strike α	○ / ●	200	400	600
Vulcan Strike β	○ / ●	200	400	600

*Pre-set sequence.



ATTACK PHASE 2

Once you have weakened Temperantia to the point at which his Power Punch can be countered, Bayonetta will jump on to the Angel's body. From here you need to rush over to the Energy Core, which secures the arm to Temperantia's body. Destroying this core will allow you to rip the arm clean off with a Gigaton Attack!

Debris

Once you have managed to climb on top of one of Temperantia's arms you will be subjected to all sorts of flying debris. The safest way to avoid these hazards is to activate Beast Within and run along the inner side of the arm, as no debris will appear here.

Wind Spirits

These serpent-like spirits will criss-cross their way along the length of the top side of Temperantia's arms. As they cannot be harmed by any of Bayonetta's attacks, Evading is the only option. Activate Beast Within and make your way to the inner side of the arm as you charge towards the Energy Core. The Wind Spirits will not follow this path.



Technique	WT / PA	NML	HRD	CMX
Debris	○ / ○	100	200	300
Wind Spirits	○ / ●	200	400	600
Energy Darts	○ / ●	150	300	450
Energy Pulse	○ / ●	300	600	900

Energy Darts

As you approach the Energy Core, a swarm of Energy Darts will manifest themselves in the air around it. These will hang for a brief moment before launching themselves at you →□ 01. Listen out for the high-pitched sound these darts emit and when the sound peaks, accompanied by a flash of blue light, Evade immediately! You can also activate, then Evade out of, the Umbran Portal Kick just as the Energy Darts fire to phase through them.

Energy Pulse

Another hazard to be aware of while attacking an Energy Core is the energy pulse that is occasionally emitted. This attack is sign-posted by a flash of blue light, which will draw inwards before the pulse is emitted →□ 02. Evade when the light draws itself inwards, dodging away from the Energy Core as soon as you see this cue. You can also repeatedly tap ⑥ towards the Energy Core during your attack animation in order to Parry.



ATTACK PHASE 3

Now that one arm is down you can begin working on the other. Once again, you need to weaken Temperantia to the point where you can counter his Power Punch and leap on to his body.

Power Punch

Once again, Evade or jump, just before the punch connects, to activate Witch Time. Make your way across the platforms and throw the vehicle at Temperantia. Quickly making your way over to him at this point will buy you a few seconds of Witch Time, allowing you some free strikes.

Vulcan Strike α

Temperantia will once again grip the platform and fire. As he now has only one arm, the destructive power of this technique is massively reduced. His sole means of firing is by using one free finger of the gripping hand. Parry the shots back in exactly the same fashion as in the previous variation of the attack.

Wind Spirits

Gripping the platform in place with his remaining hand, Temperantia will launch a pair of Wind Spirits from his mouth. Simply stand midway between Temperantia's finger and the outer edge

Technique	WT / PA	NML	HRD	CMX
Power Punch	● / ●	500	1,000	1,500
Vulcan Strike α	○ / ●	200	400	600
Wind Spirits	○ / ●	200	400	600
Eye Lasers	○ / ●	150	300	450

*Pre-set sequence.

of the platform to allow the spirits to encircle you and safely pass by →□ 03. Note that holding Taunt, while standing in this safe zone, will keep the Combo Multiplier active.

Eye Lasers

Temperantia will growl as his eyes glow brightly. This cue signifies that a laser barrage is imminent →□ 04! Stand still and repeatedly tap ⑥ directly towards the eyes to Parry the whole volley.

Red Hot Tip! As these lasers will pass through solid objects, try standing behind Temperantia's arm as you Parry. As each shot is destroyed by the Parry, it will actually damage the arm and increase your Combo Multiplier.



ATTACK PHASE 4

With both arms removed you will find yourself standing on Temperantia's torso. A powerful shield will be activated, protecting the Angel's head from danger. You will need to destroy every Energy Core on Temperantia's body to deactivate the shield and attack his head.

Three Cores on Normal

Five Cores on Hard and Climax

The Energy Cores here behave exactly like the ones you previously encountered on the Angel's arms. The aim here is to

Technique	WT / PA	NML	HRD	CMX
Debris	○ / ○	100	200	300
Wind Spirits	○ / ●	200	400	600
Energy Darts	○ / ●	150	300	450
Energy Pulse	○ / ●	300	600	900

quickly destroy each orb in turn and so cut off the power to the shield protecting Temperantia's head. Destroying this shield will activate the final Attack Phase!

ATTACK PHASE 5

With the shield now down, you get to smash Temperantia's face in! The giant Angel will employ all sorts of desperate and confusing attacks. Learn to defend yourself against each one and counter with everything you've got!

Wind Spirits

Temperantia will belch out a pair of Wind Spirits, which will quickly spiral around his head. The best way to avoid damage from this attack is to get well away from it. Evade backwards away from Temperantia's face to stay out of the spirits' flight path.

Laser Rain:

Watch out for when the plate on Temperantia's forehead lights up, as this signifies that a heavy laser barrage is about to strike! There are two variations of this attack:

- ◆ **Linear:** The lasers will rain down, targeting Bayonetta's exact position. This is best avoided by Evading rhythmically as the lasers close in.
- ◆ **Spread:** This time the lasers will spread out and attack indirectly. The safest option here is to stand still and allow the laser attack to finish.

Keeping the Combo Multiplier active during the linear version of this attack is somewhat tricky. Try firing off a shot with between Evades to reset the Combo Timer. Alternatively, stay close to Temperantia's face and Evade the incoming lasers with a Dodge Offset . Striking as you move will keep the combo active.

Spinning Beam

With a battle cry, Temperantia will lower his face and fire a beam from his forehead, spinning his head round rapidly to create a

Technique	WT / PA	NML	HRD	CMX
Wind Spirits	○ / ●	200	400	600
Laser Rain	○ / ●	300	600	900
Spinning Beam	● / ●	500	1,000	1,500
Eye Lasers	○ / ●	150	300	450
Devour	○ / ○	500*	1,000	1,500

*Instant death if you fail to escape

very effective sweeping attack → 05. This is the most effective Witch Time chance of the entire battle. Evade the beam each time it swings round in order to score up to three Witch Time activations in succession. Beware of straying too close to Temperantia's head during this attack, as he will always grab you in his mouth as he spins! Once again, shake and to escape his grasp or face instant death!

Red HotTip! When playing Non Stop Climax mode, fire an shot or two between Evades. This will keep the Combo Multiplier active.



Eye Lasers

Temperantia will growl as his eyes glow brightly → 01. This is the cue signifying that the Eye Lasers are imminent. This is the best way to increase the Combo Multiplier during Attack Phase 5. Keep tapping **○** directly at the face to Parry back the whole laser barrage.

Devour

Staying close to Temperantia's face will result in the Angel grabbing Bayonetta in his mouth. Watch out for the flash of Temperantia's eyes before this attack commences and Evade away from his face immediately! If you are caught by this attack, quickly shake **◆** and **◆** to break free. Failure to escape results in instant death! As she escapes, Bayonetta will deliver an almighty kick, which will Stun Temperantia and give you a chance to attack.



STRATEGY

NORMAL AND HARD Phase 1:

Aim to push damage to the absolute maximum. Use

to attack any arm that has gripped the platform, before Parrying or Evading the incoming Vulcan Strikes. Keep the Combo Timer active with **☚** gunshots or Tetsuzanko will strike whenever he backs away. Keep up the assault until the Angel recoils in pain and throws a desperation Power Punch – press **☚** when the “Evade” prompt appears so that you can dodge the attack and climb aboard the arm.



Phase 2: Activate Beast Within and rush along the inside of the arm in order to avoid damage from the flying debris and Wind Spirits. When you reach the Energy Core, use **☚☚☚☚☚** to attack, while keeping a close eye on the Energy Darts that will now materialise. Avoid these as soon as they fire and resume attacking with **☚☚☚☚☚**. As soon as the Energy Core has been destroyed, a Gigaton Attack will become available. Press **☚☚** to activate the Gigaton and rip the arm from Temperantia's body.

Gigaton Action: Rapidly tap **☚** to build up power, as Hekatoncheir restrains Temperantia, so that you can rip his arm clean off!

Phase 3: As soon as this phase starts, hold Taunt to keep the combo active. Attack Temperantia's remaining arm as soon as he grips the platform. Once again, **☚☚☚☚☚** is a great combo to use. Evade the Vulcan and Laser attacks, as previously explained, while pummeling the remaining arm. When Temperantia has been sufficiently weakened he will once again recoil in pain, before throwing a Power Punch. Press **☚☚** to Evade the punch and jump on to his arm.

Phase 2: Follow the exact procedure, as per the previous explanation for Phase 2, to remove the remaining arm from Temperantia's body.

Phase 4: This is where you can really score big! Rush over to, and destroy, each Energy Core in turn on Temperantia's body. By using Beast Within to move quickly and **☚☚☚☚☚** to deal

heavy strikes you will destroy every core within a single combo sequence. If you move quickly enough, you can rush over to each orb and destroy it before it has a chance to defend!

Red HotTip! Pay attention to the orientation of Temperantia's body during the armour break cutscene. This illustrates the exact position where you will land after the scene finishes. Use this scene to see which orb to go for next.

Phase 5: Be aware of your positioning, as it is easy to run out of manoeuvring space. The best place to stand is where you find yourself as you start this phase, i.e. below Temperantia's head and looking up towards the halo in the distance. Maintain your position, always returning after taking evasive action.

Keep firing with **☚** to keep the combo active. The best opportunity for dealing damage comes from activating Witch Time during the Spinning Beam attack. When the beam is activated, Evade it as it makes its first pass, then attack with a **☚☚☚☚☚** combo. Witch Time will be deactivated by the time you get to the end of this combo, so Evade away from Temperantia's face to avoid his mouth, before dodging the next pass of the beam and repeating the process.

From here, ensure that you keep firing to keep the combo active, while avoiding Temperantia's attacks, as described in the Techniques section. Parrying the Eye Lasers will bump up the Multiplier and further boost your score. Keep up the routine until Temperantia's health is depleted and press **☚☚**, as directed by the “Climax” prompt, to activate the finishing sequence.

Climax Action: Upon pressing **☚☚** when prompted, Bayonetta will once again summon Hekatoncheir. Rapidly tap **☚** to build up bonus points as the flurry of demonic fists makes purée of Temperantia's head.

NON STOP CLIMAX Fight Temperantia in exactly the same fashion as is described for Normal and Hard modes. The only section where things are different is Attack Phase 5. Keep up a heavy barrage of attacks at close range, while paying close attention to the various attack cues. Evade with a Dodge Offset **☚** to ensure the combo remains active.



108,000 HP  20,000  x3

	Normal Grade Requirements				Hard Grade Requirements				Non Stop Climax Grade Requirements			
												
Combo	2,300	14,990	27,692	65,780	2,900	28,130	53,360	129,050	1,900	9,120	16,340	38,000
Time	22:40	18:54	15:07	11:20	17:20	14:27	11:34	08:40	24:40	20:34	16:27	12:20
Damage	3,000	2,000	1,000	0	6,000	4,000	2,000	1,000	6,000	4,000	2,000	0

Tentacle 30,000 HP x 3

Tentacle Core 6,000 HP x 3

Total 108,000 HP

CHAPTER XI: THE CARDINAL VIRTUE OF JUSTICE

Within Paradiso's Divine Will, also known as the Cardinal Virtues, Iustitia, or Justice, is known to take on a particularly strange physical manifestation. A large mass covered with numerous faces, and extending outwards via countless tentacles, Iustitia could easily pass for a demon.

This may be due to the fact that those depicting the Angel are filled beyond comprehension with awe at the sheer difficulty of encouraging justice in the world.

Among Paradiso's Divine Will, there are those who believe that Iustitia is the closest of the Cardinal Virtues to Hell.

Justice is said to be based upon rules established by man, to be followed by man, and changing one's viewpoint can lead to a change in what is evil. This uncertainty may be a manifestation of the existing folklore and depictions of Iustitia.

VERSE 01

Enemies	
Normal	Spear Affinity (2), Flail Affinity (2), Trumpet Affinity (1), Ardor (1), Lustitia (1)
Hard & Non Stop Climax	Spear Affinity (2), Flail Affinity (2), Trumpet Affinity (1), Burning Ardor (1), Lustitia (1)

NORMAL, HARD AND NON STOP CLIMAX Before you head on and fight the main boss in this Chapter, you must first get through a group of Angels in a small clearing in the middle of a woodland area. As this fight still counts as the same Verse as the boss, you should try and get as high a combo score as you can, so that you don't have to worry about it quite as much during the main fight. Thankfully, it's quite an easy fight in which to get a good combo score, thanks to the Spear Affinities. Start by using

a Torture Attack on one of these and then use the  attack on its Angel Arm to hit the rest of the enemy group. As soon as the attack is over, Torture Attack the nearest Affinity and then use its Angel Arm to finish off the Ardor or any remaining Affinities.

On Hard and Non Stop Climax the Ardor is Burning, so you need to make sure you are well clear of it when using any of your attacks, in case you hit it accidentally. It is also worthwhile Torture Attacking one of the Trumpet Affinities first and using  attacks with the Trumpet Angel Arm to weaken it. You can then Torture Attack one of the Spear Affinities and use the Spear to finish off the Ardor and the rest of the Affinities. After the fight is over a cutscene will be triggered and you'll begin the main battle against Lustitia.

ATTACK PHASE 1

Euphoria

Standing on a rock platform, you will be faced with Euphoria, the first of three tentacles Lustitia will use to attack with. Euphoria will attack in conjunction with a pair of vines. The trio will take turns to dish out a bewildering array of techniques. Attacking the tentacle directly will damage Lustitia, and removing around 80% of its current life gauge will Stun the tentacle and trigger the next Attack Phase.

Vine Straight

The vines actually have their own voice, distinct from the phrases and battle cries of the main tentacle. A vine will emit a "Dah!" vocal while hanging in its standby position. After this cue it will flick out directly at you. Be ready to Evade whenever you hear a vocal cue from either of the vines, as you don't have much time to visually confirm what's coming.

Vine Hook

The Vine Hook technique is signposted by a "Rrraghi!" vocal coupled with a purple glow. Evade at this point to stay out of harm's way from its circular swing attack. If you want to Parry this attack, tap  diagonally towards the incoming swing.

Vine Smash

This overhead smash is signified by a "Dah!" vocal. Evade as the vine reaches its highest point before crashing down, accompanied by the sound of rushing wind.

Vine Saliva

A vine will remain stationary for a moment while it aims right at you. After this brief pause it will eject a glue-like substance on to the floor. Any contact Bayonetta has with this substance will stick her to the spot instantly. If caught, rapidly shake  and  to break free. While stuck, you'll still be able to Parry incoming attacks, as long as you get the direction right. The Parry action will even free Bayonetta from the Vine Saliva!

Poison Bile

Now you can see the cause of the poisonous purple smog from close up; often, either vine will vomit a vile purple liquid on to the

Technique	WT / PA	NML	HRD	CMX
Vine Straight	○ / ●	300	600	900
Vine Hook	○ / ●	300	600	900
Vine Smash	○ / ●	300	600	900
Vine Saliva	○ / ●	0	0	0
Poison Bile	○ / ●	300	400	600
Tentacle Smash	○ / ●	400	800	1,200
Tentacle Rush	● / ●	400	800	1,200
Poison Debris	○ / ●	300	600	900
Vine Hammer (Vine)	○ / ●	200	400	600
Vine Hammer (Tentacle)	○ / ●	500	1,000	1,500
Vine Devour	○ / ○	Death	Death	Death

surface of the platform →  01. This attack is slow and its range limited. You will avoid damage as long as you stay right back during this Attack Phase.

Seed Pod

The tentacle will often belch out a small pod, which opens up to reveal a small plant with its own vine appendages. Despite being immobile, it is still capable of dealing damage with its thrashing vines, if you stray close enough to it. During Attack Phase 1 it is best to stay back and attack the creature by holding  +  and shooting it to death. Note that attacking the Seed Pod will not add any points to your combo tally.





Tentacle Smash

Announced by a "Heeya!" battle cry, the tentacle will smash down from above. Learn to recognise the cue and Evade when the tentacle reaches its highest point before smashing down. Be aware of the area damage this attack does to the platform. Even if you are away from the impact zone, the shock wave of the strike will cause Bayonetta to Stagger.

Tentacle Rush

The tentacle will rear up before striking like a cobra →□ 02/03. Evading this strike will activate Witch Time and provide the perfect opportunity for dealing damage. It's extremely important to learn the attack cue for this technique, as it's the only one you can use to activate Witch Time via an Evade.

Watch out for the glowing eyes, and memorise the angelic word "Ciaofì," spoken by the tentacle's face before the attack. This word is specific to the Tentacle Rush. Once you have safely Evaded, attack the tentacle's face with a ☼☼☼☼☼ combo. Repeatedly attacking in this manner will eventually Stun the tentacle, allowing you to climb aboard and attack Lustitia's main body.

Red HotTip! Evade the Tentacle Rush with a Dodge Offset ☼, which will shift the ☼☼☼☼☼ combo along one step so that the high scoring part is activated earlier.

Poison Debris

The vines will reach down into the poisonous depths below and launch a heap of contaminated debris high into the air. Purple



warning markers will appear on the platform to indicate the impact zones of these objects as they rain down from above. Stay well away from these markers; the objects thrown are far larger than the markers suggest!

Vine Hammer

About every 30 seconds Lustitia will destroy the platform you are standing on. Both vines will violently smash against the platform surface before the tentacle crashes down, obliterating the entire structure. There are two ways of dealing with this attack:

- ◆ Jump across to the next platform to your right, or jump off the platform into the poisonous depths below. If you decide to jump across to the next fresh platform, activate Beast Within and head right, while hugging the very front or back of the platform; then jump across, or activate Crow Within, to fly across to the next platform.
- ◆ Make a suicide leap into the poison; when the Vine Hammer commences, activate Beast Within and jump off the platform into the smog below.

Vine Devour

Jumping or falling from a platform will trigger a cutscene in which a vine will attempt to eat Bayonetta. Hit ☼+☼ immediately, when prompted, to counter this situation and jump back unharmed up to a fresh platform. Make absolutely sure you press ☼+☼ immediately when prompted. If you miss this command prompt, Bayonetta will die instantly!

ATTACK PHASE 2

Despair

After triggering the required condition for Stunning a tentacle, you will be able to climb aboard and run along its length towards Lustitia's main body. When you reach the face, from whose mouth the tentacle protrudes, attack directly and remove the remainder of Lustitia's current life gauge. This will cut the tentacle off and trigger the next Attack Phase.

Vine Defence

As you make your way along the length of the tentacle towards Lustitia's main body, the vines will attempt to attack. As the vines are not flexible enough to bend very far around the tentacle, a good strategy is to stay on the opposite side of the tentacle in relation to the vine as you run along it.

Technique	WT / PA	NML	HRD	CMX
Vine Defence	○ / ●	300	600	900
Poison Debris	○ / ●	300	600	900
Tri-Gate	○ / ●	300	600	900
Saw-Gate	○ / ●	300	600	900
Vine Whip	○ / ●	300	600	900
Vine Crush	○ / ●	500	1,000	1,500

Poison Debris

Should you slow or stop your approach, a single shot of the Poison Debris attack you met in Attack Phase 1 will be launched at you. As before, look out for the purple warning marker that will appear to highlight the object's impact point. Stay away from this marker to avoid damage.

Tri-Gate

The three-legged Tri-Gate looks quite tricky to avoid, but looks can be deceptive. With Beast Within activated, rush straight at the Tri-Gate and double tap $\heartsuit$ just before you make contact with it. Double tapping $\heartsuit$ will quickly deactivate then reactivate Beast Within so that you phase through the attack during Bayonetta's invincible transition animation. $\rightarrow$ 01/02

Saw-Gate

With no gaps in its configuration, the Saw-Gate seems a little tougher to negotiate than the Tri-Gate, but fear not – it's the same. Simply rush at the hazard with Beast Within and double tap $\heartsuit$ to phase straight through it. If you are having trouble timing the phasing through the Tri and Saw-Gate attacks try a triple tap of $\heartsuit$ instead. If you have purchased the Bat Within ability, a triple tap of $\heartsuit$ will deactivate Beast Within, activate Bat Within and then reactivate Beast Within all within the same sequence.

Vine Whip

Once you reached the mouth the huge tentacle protrudes from, a pair of vines will stage a last ditch attempt at defence. The Vine Whip is a single strike aimed at you as you attack the tentacle's exposed weak point. The attack is signposted by a "grunt" vocal sample from the vine, so Evade upon hearing this cue.

Vine Crush

This time both vines will swing inwards and deliver a crushing blow. The audio cue for this attack is a "grunt" audio sample from one vine, and a "Rrragh" sample from the other. Evade upon hearing this cue.



ATTACK PHASE 3

Range

This tentacle employs a different attack strategy to the last one. Instead of attacking by itself, it will make much more effective use of the pair of vines that accompany it. A pair of deadly new vine attacks are added to its repertoire, as well as a devastating new desperation attack. As before, reduce Lustitia's current life gauge by around 80% to trigger the events leading to the eventual removal of the current tentacle.

Triple Vine Smash

You will hear a vine speak an angelic phrase as it slams down against the platform three times in rapid succession. A good strategy is to stand right in front of the tentacle face during this Attack Phase. In this position, you will only need to Evade the second hit of the Triple Vine Smash, as the first hit will not target you. Press $\heartsuit$ + $\heartsuit$ to easily Evade the second hit, then the third hit will slam harmlessly to the side.

Twin Vine Crush

Preceded by a vocal sample specific to this attack, the vines will slam together in a crushing attack. As you will be right in front of the tentacle's face during this attack phase, dodge this attack with $\heartsuit$ + $\heartsuit$. Holding $\heartsuit$ will ensure you retain your position in front of the face.

Platform Fling

Once you have inflicted enough damage upon the tentacle in this Attack Phase, Lustitia will reach out and grab a platform $\rightarrow$ 03. After a brief pause to take aim, this huge rock will be thrown straight at you. Hit $\heartsuit$ + $\heartsuit$ when the "Climax" prompt appears to activate a Gigaton Attack.

Attack Phase 3 Technique Additions

Technique	WT / PA	NML	HRD	CMX
Triple Vine Smash	$\heartsuit$ / $\heartsuit$	300 x 3	600 x 3	900 x 3
Twin Vine Crush	$\heartsuit$ / $\heartsuit$	500	1,000	1,500
Platform Fling*	$\heartsuit$ / $\heartsuit$	0	0	0

*Triggers Gigaton Attack

Gigaton Action: Press $\heartsuit$ + $\heartsuit$ to counter the huge approaching platform then rapidly tap $\heartsuit$ to build up power for a massive counter-attack!

Missing the "Climax" prompt will result in the platform being destroyed and Bayonetta falling into the path of a waiting vine. Be sure to press $\heartsuit$ + $\heartsuit$ immediately when the "Evade" prompt appears or face instant death!



ATTACK PHASE 4

Despair

The final tentacle on your list is Despair. Still reeling from the close range mauling the last tentacle took, Lustitia will now keep you at bay with new thrashing and bite attacks. Reducing Lustitia's current life gauge by about 80% will trigger a second instance of the Platform Fling attack. This time two platforms will be thrown in rapid succession! Countering this attack will allow you to climb aboard and destroy this final tentacle.

Vine Bite

A vine will stop moving and appear as if it's looking at you. After this brief attack cue, the vine will dart forwards and grab you in its mouth, before spitting you back out onto the platform. Concentrate on learning the attack cue, and Evade as soon as the vine begins to charge in and bite.

Tentacle Thrash

Moving within close range of the tentacle in Attack Phase 4 will trigger it to thrash around wildly to keep you away → 04. This attack is signalled by glowing eyes and a specific child-like vocal sample from the tentacle's face. Evade away as soon as you

Attack Phase 4 Technique Additions

Technique	WT / PA	NML	HRD	CMX
Vine Bite	○ / ●	300	600	900
Tentacle Thrash	○ / ●	400 × 3	800 × 3	1,200 × 3

see or hear anything of this cue! To Parry the attack, simply keep tapping **Ⓢ** towards the dead centre of the tentacle. Despite the attacks striking from above, the Parry will still function.



STRATEGY

NORMAL AND HARD Phase 1:

Upon starting the battle, hold Taunt to engage Lustia. Standing parallel to the tentacle and as far back as possible, wait until the Tentacle Rush executes. Dodge this attack to activate Witch Time. During Witch Time attack the face of the tentacle with a    combo, and when Witch Time deactivates resume your position at the back of the platform. Continue the process by Taunting to keep the boss enraged while shooting with  to keep the Combo Multiplier active. If you keep this sequence going for the duration of the Attack Phase until the Tentacle becomes Stunned, you will have more than enough Combo Points in the bank to score a Platinum medal.



Phase 2: If you've Pulley's Butterfly equipped, activate it as soon as you enter this Attack Phase. Rush along the length of the tentacle while avoiding the hazards as previously explained. Once you reach the mouth the tentacle protrudes from, be ready to dodge an incoming vine attack. As soon as you dodge this first attack, press Taunt to engage the boss again, then immediately follow up with a  combo. Ensure you stay sharp and ready to evade in case another vine attack activates during your combo. A cut-scene will activate once you've removed the remainder of Lustitia's current life gauge. If you're not going for score and just want this sequence to end quickly, attack with Shuraba . Just one of these is enough!

Phase 3: If you want to clear this boss quickly, immediately upon starting Attack Phase 3, activate Beast Within and leap off the platform. This will trigger a cut-scene, so press  +  when prompted to dodge the incoming tentacle and jump up to a safe platform.

Now we are going to lock Lustitia into a loop; upon landing safely back on the platform Lustitia will always execute the Poison Debris attack – stand still for just a moment so that the debris target your current position, then rush towards the tentacle before the debris fall. Standing directly in front of the tentacle's face will keep you safe from most attacks. Only the Twin Vine Crush will consistently hit you in this position. While standing in this position you can let fly with a constant barrage of rapid combos. The only attacks you need to Evade are the Twin Vine Smash, the second hit of the Triple Vine Crush, and in the rare instance a Tentacle Rush is executed.

Should Lustitia activate the Vine Hammer to destroy the current platform or Poison Debris, simply activate Beast Within and leap into the poison again to repeat the process. Keep this up until around 80% of Lustitia's current life gauge has been depleted, triggering a vine to execute the Platform Fling. Counter this attack to destroy the Tentacle's face and trigger a second instance of Attack Phase 2.

Gigaton Action: When the Platform Fling is activated press **Q+L** when the "Climax" prompt appears to stop the incoming object with a punch. Rapidly tap **R** to build up power to smash a punch through the platform and into the Tentacle's face.

Phase 2: Repeat Phase 2.

Phase 4: First of all, leap off the platform to cancel Lustitia's platform destroying tantrum → **Q** 01. Once again, complete the vine cut-scene after leaping into the poison to land safely back on to a fresh platform. From here you have a choice:

- ◆ If you want to go for score then employ a similar tactic to Attack Phase 1. Hang back while taunting and firing to enrage the boss to keep your combo active, while waiting for the chance to dodge the Tentacle Rush to activate Witch Time for an attack chance.
- ◆ If you want to get this over with safely, as soon as Attack Phase 4 begins, jump off the platform then complete the vine cut-scene to land on a fresh one. Lustitia will execute the Poison Debris attack as soon as you land on the new platform. Immediately activate Beast Within to charge at the Tentacle's face and attack with a **Q+L+Q+L+Q** combo for as long as you possibly can before the Poison Debris land → **Q** 02. Just before they land, jump off the platform and repeat the process.

Note: The loop sequence can also be applied to Attack Phase 1 and 3, but to ensure you score enough points to make the grade, we suggest you only use it for Attack Phase 4.

Keep up whichever method you use until Lustitia's health becomes critically low. At this point the double Platform Fling will activate. Dodge and counter the first platform as directed previously, but be ready to repeat the process for a second platform, which follows straight afterwards.

Phase 2: Repeat Phase 2 as before. After cutting off this last tentacle, Bayonetta will land safely back onto a platform. Lustitia will now attempt a final desperate attack. Press **Q+L** when the "Climax" prompt appears to deal Lustitia one last earth-shaking punch and activate the Climax finish!

Climax Action: Press **Q+L** when prompted to counter Lustitia's final attack, then rapidly tap **R** to build up bonus points as the demon Scolopendra crushes the life out of this once formidable opponent.

NON STOP CLIMAX As the Combo Points threshold for Platinum rank in Climax is fairly low, you can defeat this boss via very simple means. Keeping Lustitia stuck in a loop will bypass all the tricky parts of the battle, while still scoring enough points to make the grade.

Phase 1: As soon as the battle begins, make a leap off the platform and complete the vine escape sequence. Once you jump back up to a safe platform, Lustitia will activate the Poison Debris attack. Rush towards the tentacle and attack with rapid combos until the very last moment before the Poison Debris land. Evade these objects and then resume attacking the tentacle. The only striking attacks you need to Evade in this Attack Phase are the Tentacle Smash and Rush attacks. As soon as you Evade safely, ensure to resume attack immediately to keep the combo active.

Red HotTip! To further reduce the need to move from your attack position, Parry the Tentacle Rush upon seeing the cue by tapping **Q** directly towards the attack.

Phase 2: Use the Normal and Hard strategy, skipping the taunt if you have the Gaze of Despair equipped.

Phase 3 to 4: Keep up the same loop trap sequence as described for Attack Phase 1. If the Vine Hammer is activated, jump off the platform and repeat the loop sequence. Keep up the routine until Lustitia activates the Platform Fling, then follow the procedure as per the Normal and Hard strategy to activate the Climax and end the battle.

How Cool
04_64





100,000 HP 25,000 x3

	Normal Grade Requirements				Hard Grade Requirements				Non Stop Climax Grade Requirements			
Combo	700	1,092	1,484	2,660	2,400	16,800	31,200	74,400	1,200	3,072	4,944	10,560
Time	23:40	19:44	15:47	11:50	23:20	19:27	15:34	11:40	26:40	22:14	17:47	13:20
Damage	3,000	2,000	1,000	0	6,000	4,000	2,000	0	6,000	4,000	2,000	0

Body 80,000 HP

Log Core 5,000 HP x 4

Total 100,000 HP

CHAPTER XIII: THE CARDINAL VIRTUE OF PRUDENCE

Artists have often depicted the Cardinal Virtue of Prudence, Sapientia, as a marine animal roaming the depths of the sea. This is likely due to the human disposition to characterise the sea as the source of all life: a veritable fountain of prudence and wisdom.

It is also thought that Sapientia is responsible for the rise and fall of the tides, and natural phenomena such as tsunamis. The grand idea that the living seas could

be nothing other than Divine Will at work is actually evidence of Sapientia's narcissism, even amongst the other Cardinal Virtues.

When a man born as a slave led his people to freedom from ruling oppression, it is said that it was only Sapientia's favour that parted the seas and allowed for their escape.

ATTACK PHASE 1

The aim of this phase is to destroy the faces on Sapiaientia's legs and lower his defences. Doing so will activate a Gigaton Attack, which will destroy his facial armour. During this fully armoured state, Sapiaientia will be completely immune to all damage. Only the faces on his limbs are vulnerable to attack.

Note: Attacking any part of Sapiaientia's armoured body during Witch Time will instantly deactivate the effect. You must destroy all four faces before you are able to attack the Angel directly.

Missile Strike

These are exactly the same missiles you'll be familiar with after fighting the Kinship Angels. With a metallic clunk, the weapon bays on the side of Sapiaientia's body will open, and a volley of missiles will immediately follow. Evading just before each set of missiles hit will activate Witch Time. Alternatively perform the Umbran Portal Kick repeatedly to pass straight through the attack safely.

Laser Strike

Sapiaientia will shout "Coronzon!" as a weapon bay on his knee opens up and shoots countless beams into the air, raining down directly at you. Evade these attacks closely to activate Witch Time, or once again use the Umbran Portal Kick to phase straight through the attack unharmed.

Fireball

The faces on Sapiaientia's legs are not totally defenceless. They too are able to activate their own attack. Watch out for when the face's mouth opens; this is the signpost to signify a Fireball attack is imminent →□ 01/02. Evading will activate Witch Time, but parrying this attack to deflect the shot back in far more effective, as it will increase the Combo Multiplier.

Foot Stomp

This is a fast attack, so stay sharp! When within close proximity to either Sapiaientia's head or forelimbs he will often attempt to stomp on you. The attack is signposted by the angelic phrase "Mospheh!", so listen out for this audio cue and Evade as soon as you see the foot rise!

Forelimb Swipe

While within close range of Sapiaientia's head, he will very often lash out with either forelimb. Listen out for the audio cue emitted before the swipe is executed. Evade just after the audio sample to pass through the attack.

Turning Swipe

Sapiaientia will swipe his forelimb as he turns his body sideways in order to execute a Fireball attack via one of the faces on his legs. There's no need to Evade this technique.

Body Splash

Positioning yourself directly in front of or under Sapiaientia's head will result in the Angel trying to crush you with his massive weight. Listen out for the "Hyaal!" audio cue as Sapiaientia rears up onto his hind legs before he strikes, and Evade just after the audio sample.

Bite

This massive biting attack will activate should you be positioned in front of Sapiaientia's head. Watch out for when he opens his

Technique	WT / PA	NML	HRD	CMX
Missile Strike	● / ●	300	600	900
Laser Strike	● / ●	100	200	300
Fireball	● / ●	100	200	300
Foot Stomp	○ / ●	300	600	900
Forelimb Swipe	○ / ●	300	600	900
Turning Swipe	○ / ●	300	600	900
Body Splash	○ / ●	200	400	600
Bite	● / ●	500	1,000	1,500
Tail Whip	○ / ●	100	200	300
Mine Launch	○ / ●	300	600	900
Submerge	- / -	0	0	0

mouth. Evade immediately and pass through the attack as he clamps his jaws shut.

Tail Whip

This attack is only used directly after you fail to execute the Gigaton attack sequence. Sapiaientia will whip its tail as you attempt to approach him. Thankfully, the attack range is limited. As long as you are not right up close to his body, this attack will sail past harmlessly.

Mine Launch

After failing a Gigaton attack, another hazard to be wary of is the set of mines that Sapiaientia will launch from a compartment on his back. These exploding projectiles will not target you directly. They are just scattered around your immediate area. Charge ahead to pass by the attack safely – but stay alert as a Tail Whip may follow.

Submerge

Backing away from Sapiaientia or destroying a pair of the faces on his limbs will cause the Angel to dive into the sea. This technique signifies Attack Phase 2 starting.



ATTACK PHASE 2

Technique	WT / PA	NML	HRD	CMX
Breach	○ / ●	500	1,000	1,500
Grand Dive	○ / ●	400	800	1,200



Once the Angel dives into the sea you will not be able to attack him. Your only goal here is to avoid damage until he surfaces again. While Sapientia is submerged, your Combo Timer will be frozen, keeping your current score and multiplier active until he surfaces.

Breach

After diving into the water a series of up to three strikes from below will immediately follow. Evade as soon as you see the water swell beneath Bayonetta's position → □ 03. Don't worry about proximity, as you are completely invincible during the Evade animation.

Grand Dive

After completing the Breach attack sequence, Sapientia will perform a huge leap out of the water in an attempt to crush you. Simply keep ▲ held to pass safely underneath.

ATTACK PHASE 3

Attack Type	Attack Name	WT / PA	NML	HRD	CMX
Close Range	Foot Stomp	○ / ●	300	600	900
	Forelimb Swipe	○ / ●	300	600	900
	Body Splash	○ / ●	200	400	600
	Bite	● / ●	500	1,000	1,500
Long Range	Missile Strike	● / ●	300	600	900
	Laser Strike	● / ●	100	200	300
	Fireball	● / ●	500	1,000	1,500
	Lunging Bite	● / ●	500	1,000	1,500
Misc.	Submerge	- / -	0	0	0



After damaging Sapientia's facial armour with the Gigaton attack, you will notice that a fifth face is now exposed. Your job now is to weaken the remaining armour even further. Once enough damage has been inflicted you'll be able to activate a second Gigaton attack and destroy the final face utterly. The attack behaviour during this section is dictated by proximity; he will employ a different strategy depending on whether or not you are within his physical reach.

Fireball

This larger and more powerful Fireball attack is shot directly from Sapientia's mouth → □ 04. Activation of this attack is dictated by your distance from Sapientia's body; move out of the striking range of his limb and biting attacks to force him to use the Fireball. Parry the projectile back at Sapientia, to increase the Combo Multiplier while scoring decent points and damage.

Lunging Bite

Should you back away from Sapientia's position, he will very often charge at you with this massive biting attack. The Evade timing is exactly the same as his regular Bite attack, but beware – the attack range is much larger!

ATTACK PHASE 4

Attack Type	Technique	WT / PA	NML	HRD	CMX
Close Range	Foot Stomp	○ / ●	300	600	900
	Bite	● / ●	500	1,000	1,500
Mid Range	Fireball	● / ●	500	1,000	1,500
Long Range	Mines	○ / ●	300	600	900
	Linear Beam	● / ●	200	400	600
	Radial Beam	● / ●	100	200	300

Once the fifth and final face has been destroyed, Sapientia will be forced to dive into the ocean. Following Sapientia down the swirling vortex created by his body reveals the Angel opening

up a large compartment on his chest. From here a set of long tentacle-like arms will be despatched. These weapons are capable of firing powerful laser beams! After blasting Bayonetta back to the top of the vortex, Sapientia will now attack from a distance with his laser weapons and a steady supply of floating mines.

Mines

These mines will litter the water as Bayonetta charges down the vortex towards Sapientia. Simply move laterally out of their path as you make your way down, and should you find yourself on a collision course, simply press ♥ to pass safely.

Linear Beam

The laser arms will tunnel their way through the vortex and emerge directly ahead → 01. As soon as you see a single arm emerge in this fashion, repeatedly tap **6** to Parry the beam. While Evading will activate Witch Time, it is far better to use the Parry to rapidly build your Magic. You should be able to score up to seven Parries from a single Linear Beam, equating to seven orbs of Magic!

Radial Beam

Sapientia will rotate his laser arms and fire, while holding them in a cross configuration. This rotating beam attack cannot be Parried. The safest ways to deal with this one is to Evade through each beam as it passes. Evade directly at the approaching beam, activating Witch Time as Bayonetta phases through it.



STRATEGY

All Difficulty Settings

Phase 1: As soon as the battle begins, head directly towards Sapientia's right forelimb (his right) and Evade the Foot Stomp he will use. Destroy the face on his forelimb first, then immediately do the same for the hind limb. To attack the face at close range, switch to Onyx Roses and strike directly. Alternatively, select Kilgore and attack using rockets from a distance. Once the pair of faces on Sapientia's right side are destroyed, he will dive into the water to activate Attack Phase 2.



Red Hot Tip! Take note of the attack cues for the Missile and Laser strikes while attacking the faces. Use the Umbran Portal Kick repeatedly to pass through the attacks safely.

Phase 2: As soon as Sapientia dives into the water, hold **★**. Evade as soon as you see the water swell to dodge the Breach attacks, continue holding **★** as he goes for the Grand Dive to pass underneath it. There's no need to fear being squashed by the landing impact of Sapientia's body once this sequence finishes. Keep the stick held upwards the whole time and allow the camera to automatically guide you.

Red Hot Tip! After destroying the first pair of faces, hold the left stick up-right after Sapientia performs the Grand Dive. This will leave you positioned right next to the face you need to destroy next once he emerges from the water.

Phase 1 (repeat): Using an identical strategy to the initial Attack Phase 1 sequence, destroy the faces on the limbs of Sapientia's left side to trigger a Gigaton Attack. Attack the forelimb first, before rushing over and destroying the face on the hind leg. Press **6** at this point to activate the Gigaton attack.

Gigaton Attack: A pair of Wicked Weave hands will grab hold of Sapientia's wings; rapidly tap **7** while steering with the left stick to guide the Angel towards the demonic spider in the distance. During the struggle Sapientia will attempt to break your grasp and escape. Quickly press **6** when prompted to thump him on the head for his insolence.

Note: Failure to complete the Gigaton sequence will result in Bayonetta being thrown off Sapientia's back. In this position you will be open to tail and mine attacks.

Phase 3 (alternates with Phase 2): As soon as the Gigaton Attack finishes, get in as close as possible while Evading any attacks, and score as many aerial **6** strikes as you possibly can before he dives back into the water (Attack Phase 2). Keep holding **6** forwards as the submerged sequence ends so that Sapientia lands right in front of you. Upon landing, Sapientia will be momentarily Stunned. Use this moment to execute a full **6** combo. Follow up with aerial combos, Evading the various physical attacks while slotting your own strikes into any and every gap. Score as many hits as you possibly can before he dives back into the water.

Repeat this process until Sapientia is weakened to the point where the second Gigaton attack prompt appears. Hit **6** to activate the Gigaton and follow the sequence as per Attack Phase 1. Note that during this second instance of the Gigaton attack, Sapientia will attempt to escape twice!

Phase 4: As soon as the event finishes and you regain control, attack Sapientia with a barrage of Tetsuzanko strikes as he opens yet another weapons bay. Keep this up until you are blasted out of attack range. Should you be short of Magic, substitute Tetsuzanko with **6**.

Once you've been blasted away, Sapientia will employ laser and mine attacks as you make your way back down the vortex. Charge ahead while Evading or Parrying the various attacks until you reach Sapientia's position.

Red Hot Tip! Repeatedly Parry the Linear Beam, as this will quickly replenish your Magic gauge.

He will now close the weapons bay and switch his attack style to close range. Back away, out of range of his bite and stomp attacks, forcing him to rely solely on the Fireball. While firing with **6** to keep the Combo Multiplier active, Parry back each Fireball he launches to deal damage while building the multiplier. Keep this up until he stops attacking in order to open his weapons bay. Now try to score as many hits with Tetsuzanko or **6** as you possibly can before he blasts you away again. Repeat this process until Sapientia's health has expired, and activate the Climax when prompted for a truly brutal finish!

Climax Action! Rapidly tap **7** to build up bonus points as Sapientia is torn limb from limb by a swarm of giant spiders!



ATTACK PHASE 1

Standing on a section of falling debris from the ruined tower, Bayonetta must defeat her father, Balder while in a state of free-fall. Balder's fighting prowess is terrifying – you'll have to be very clever in order to empty his life gauge and activate a Gigaton attack!

Sword Combo α

Once Balder is within striking range he will very often launch a sword combo. This consists of a pair of quick slashes followed by a spinning finishing slash. Evading the spinning third slash of this 3-hit combo will activate Witch Time. Take time to learn and instantly recognise this technique, as it will open up the best possible chance to attack.

Red Hot Tip! As you only need to Evade the third strike of the combo, it's a good idea to defend against the opening pair of strikes by Parrying them, before Evading the third.

Sword Combo β

Starting with identical opening strikes to the previous combo, this time Balder will end the sequence with an overhead slash. Witch Time cannot be activated from this attack, so after a Parry or Evade you should immediately follow up with a Tetsuzanko to score an easy hit.

Overhead Slash

Watch out for when Balder raises his sword →□ 01. He will follow this with the ending slash of Sword Combo β. Evade or Parry this attack after the brief visual cue and immediately counter with a Tetsuzanko.

Horizontal Slash

This horizontal sword swing has exactly the same visual cue as the Overhead Slash. Again, Evade or Parry the strike, then immediately counter it with a Tetsuzanko.



Attack Type	Technique	WT / PA	NML	HRD	CMX
Close Range	Sword Combo α – 1st hit	○ / ●	100	200	300
	Sword Combo α – 2nd hit	○ / ●	100	200	300
	Sword Combo α – 3rd hit	● / ●	300	600	900
	Sword Combo β – 1st hit	○ / ●	100	200	300
	Sword Combo β – 2nd hit	○ / ●	100	200	300
	Sword Combo β – 3rd hit	○ / ●	200	400	600
	Overhead Slash	○ / ●	200	400	600
	Horizontal Slash	○ / ●	200	400	600
	Spin Slash	○ / ●	100	200	300
	Uppercut	○ / ●	0	0	0
Long Range	Vortex Rush	○ / ●	200	400	600
	Sealing Sphere	○ / ●	0	0	0
	Energy Orbs α	○ / ●	100	200	300
	Energy Orbs β	○ / ●	100	200	300
	Lava Burst	○ / ●	100	200	300
	Divine Light	○ / ●	200	400	600
	Satellite Laser	– / –	500	1,000	1,500

Spin Slash

Balder is also able to execute the spinning slash he ends Sword Combo α with, as a stand-alone attack. Evading this version of the strike will not activate Witch Time. After Evading or Parrying this attack the best course of action is to immediately counter with a Tetsuzanko to send him flying.

Uppercut

Balder will fly into close range and send Bayonetta soaring into the air with an incredibly quick sword launcher. After a successful launch, Balder will perform either of his sword combos. Press ♡ to Evade, or Parry directly towards Balder to break the striking sequence and escape.

Precise timing is required to Parry the Uppercut. You cannot buffer a Parry in advance by repeatedly tapping ⬆ towards the incoming strike. The safest course of action is to Evade whenever you see Balder approach, as this will give you enough time to visually confirm which attack he's using so you can react appropriately.

Vortex Rush

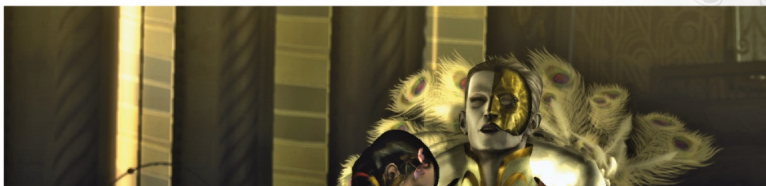
A disc of Magic energy will appear in front of Balder just before he launches himself at you →□ 02. Keep tapping ⬆ towards Balder while he prepares, in order to meet the attack with a Parry. Alternatively, Evade using the same cue as a timing reference. If you're quick you can knock Balder out of this attack before he can launch into it. As soon as you see the disc of energy, execute a Tetsuzanko for an easy clean hit!

Sealing Sphere

Balder will sigh as he manifests an energy sphere. He will direct this sphere over to Bayonetta in order to trap her and hold her in place for a long-range strike. As soon as you hear the audio cue, shoot with 🔫 to destroy the sphere immediately.

Energy Orbs α

Summoning a formation of Energy Orbs around his body, Balder will fire them sequentially directly at your position →□ 03. Keep tapping ⬆ towards Balder to Parry the entire volley. Be aware that Balder will often rush in as soon as the orbs fire in order to score a sneaky combo. Always be ready for a follow up after defending this attack!



Energy Orbs β

This time Balder will manifest the orbs in a circle around Bayonetta →□ 04. After a brief pause they will fire sequentially as before. Evade out of the circle and stay on the move with additional Evades as the orbs fire. To Parry this attack, Evade (or activate Beast Within) out of the back of the circular formation. From here, repeatedly Parry towards the front of the formation.

Red HotTip! The Umbran Portal Kick will also safely defend against this attack. Be careful, however; as the camera swings round to face Bayonetta you'll not be able to see if Balder is rushing in for a combo attack!

Lava Burst

Balder will back off and cast a spell, causing the ground beneath you to erupt. A circular glowing marker will appear just before each of the three eruptions. Evade each blast as the warning marker appears.

Divine Light

Balder will back away and raise his hand while a 'charging' sound effect is emitted. This cue signifies that the Divine Light beam attack is imminent →□ 05/06. Upon activation of the attack cue, keep tapping ⬆ directly towards Balder. A single Parry will activate when the beam is fired, which is enough to render the beam harmless. Now, while Balder remains stuck in the attack animation, fire off a couple of Kilgore rockets or a Tetsuzanko.

Satellite Laser

Once Father Balder has sustained some damage he will command an orbiting satellite to destroy the platform Bayonetta is standing on. To avoid the blast, simply face one of the nearby platforms and press X to jump over to it.

ATTACK PHASE 2

After defeating Bayonetta's seemingly invincible Infernal Demon Gomorrah, Balder appears completely undamaged. With renewed vigour and a replenished life gauge, Balder will attack Bayonetta with even more complex and spectacular moves than before.

Sword Combo γ

Now that things are starting to get serious, Balder will introduce this tricky criss-crossing sword combo. Balder will dash past Bayonetta on each of the three strikes of this combo. Evading the third strike will activate Witch Time. Parry this attack by tapping **○** directly towards Balder, but keep in mind that he will change position for each strike, so you need to Parry in opposing directions. The first strike will hit directly to the front, and then he'll dash past and strike from behind, before returning to his original position for the finish.

Red Hot Tip! The final strike of this combo hits twice. Should you Parry the final strike, try Evading immediately after scoring the Parry to activate Witch Time.

Meteor Storm

Balder will back away and summon a storm of meteors to bombard the platform. The spinning motion of the platform causes the incoming angle of these projectiles to change. At first they will harmlessly strike the underside of the platform, but very soon afterwards you will find the meteors coming at you from the side. Keep Evading or repeatedly use the Umbran Portal Trick to avoid damage. After this sideways assault, one final massive meteor will be summoned → **01/02**. Ensure you stay away from the glowing marker that appears on the ground prior to the strike.

Skyscraper

Balder will lift a building from the ground and throw it at Bayonetta. Press **○+△** when the "Evade" prompt appears to enter a Gigaton sequence.

Gigaton Action: Upon pressing **○+△** to activate the event, rapidly tap **△** to build up power to send the building flying straight back at Father Balder. After hitting Balder with the Skyscraper, hold Taunt as he approaches the platform to **keep your Combo Multiplier active until the next Attack Phase begins.**

How to Use
04_05

Attack Phase 2 Technique Additions

Attack Type	Technique	WT / PA	NML	HRD	CMX
Close Range	Sword Combo γ 1st hit	○ / ●	100	200	300
	Sword Combo γ 2nd hit	○ / ●	100	200	300
	Sword Combo γ 3rd hit	● / ●	100*	200*	300*
Long Range	Meteor Storm (small)	○ / ●	200	400	600
	Meteor Storm (large)	○ / ●	500	1,000	1,500
	Skyscraper**	- / -	500	1,000	1,500

*This attack has a long hit-phase, so you may get hit, if you do not block/evade twice. It's best to treat this attack as a move that hits twice (as we did in our strategy).

**Triggers Gigaton sequence.



ATTACK PHASE 3

After destroying yet another Infernal Demon, things are really getting serious. In this phase Balder will attack with much greater speed than before. He will also add a Spin Slash to the end of every combo he attacks with! Enraged that the Satellite Laser has so far proved to be ineffective, Balder will instead drag the craft out of orbit and attempt to crash it into the platform.

Satellite Crash

This time Balder will drag the satellite out of orbit and head it straight at Bayonetta! Press **○+△** each time the "Evade" prompt appears to counter and throw the machine at him.

Attack Phase 3 Technique Addition

Technique	WT / PA	NML	HRD	CMX
Satellite Crash*	- / -	500	1,000	1,500

*Triggers Counter sequence

FIGHTING BALDER

NORMAL AND HARD What makes Balder a difficult opponent is that it's tricky to tell whether he's going to use a Sword Combo or an Uppercut. You cannot repeatedly tap **○** at Balder to setup a Parry in advance of the Uppercut connecting, as the timing has to be very precise. To get around this, be sure to Evade every time you see Balder approach from the distance in order attack at close range. This way you'll get a moment to visually confirm which attack he has used:

- ◆ If he used an Uppercut, you're safely to the side, but you'll need to Evade again, because Balder will follow up with the Spin Slash after missing an Uppercut. After Evading the Spin Slash, immediately counter with a Tetsuzanko to knock him away.
- ◆ If a Sword Combo is activated, carry on with the Evade or Parry procedure.

Your primary objective is to activate Witch Time by Evading the third strike of Sword Combo α or γ . Once you have activated Witch Time, perform a $\Delta\Delta\Delta\Delta\Delta$ combo with Shuraba, before backing away after scoring the Wicked Weave Finish. If Balder is knocked backwards by this combo, you can continue the hurt by switching over to Kilgore and firing a pair of rockets, or immediately performing a Tetsuzanko.

For every other attack, follow the Evade/Parry/counter procedure as detailed in Balder's technique entries. Another important thing to remember is to keep firing with Δ during any blank periods, as this will keep your Combo Multiplier active.

Stomp Trick: After activating Witch Time via a Perfect Parry, execute the $\Delta\Delta\Delta\Delta\Delta$ combo with Shuraba. As soon as the finishing strike connects, hit $\times$ to cancel the animation and then follow up with a continuous flow of Heel Stomps. If you get this right, Balder will be momentarily trapped and will only escape after taking three Heel Stomps!

Red Hot Tip! The ultimate technique to employ in this battle is the Perfect Parry. Careful study of Balder's attack animations and timings will allow you to activate an extended Witch Time off just about everything he tries!

NON STOP CLIMAX Without the luxury of Witch Time you will be forced to rely solely on the Tetsuzanko and Kilgore rockets to score hits against Balder. Deal with Balder's various techniques in exactly the same manner as previously discussed. In the places where you would normally activate Witch Time, however, execute a Tetsuzanko instead. As soon as Balder is blasted away by the strike, follow up immediately with a pair of Kilgore Rockets. **04 67**

STRATEGY

All Difficulty Settings

Phase 1: Fight against Balder as previously described, and once his health is diminished he will fall backwards and a "Climax" prompt will appear. Hit $\Delta\Delta\Delta$ to summon the demon dragon Gomorrah and activate a Gigaton attack.

Phase 2: After killing Gomorrah, Balder will resume his attack with a completely replenished life gauge. Attack Balder once again and he will execute the Skyscraper once his health has been depleted to around 50%. After countering the Skyscraper, hold Taunt as Balder flies past and commands the orbiting satellite to fire $\Rightarrow$ **03**. Continue to hold Taunt as the Satellite prepares to fire, and as soon as Witch Time activates, rush towards the platform in the distance

and hit $\times$ to jump over to it $\Rightarrow$ **04**. Hold Taunt once again until Balder closes in and then revert to a normal attack strategy. Once Balder's health is depleted, press $\Delta\Delta\Delta$ as soon as the "Climax" icon appears to activate a Gigaton attack.

Phase 3: Be aware that in this final phase Balder's attack speed is increased! After Balder defeats Hekatoncheir he will once again recover his health completely. Attack him in exactly the same manner as you did in Attack Phase 2. Once his health starts to get low he will usually drag the satellite out of orbit – win this easy sequence and he'll definitely be on the brink. Once his life is depleted one last time, press $\Delta\Delta\Delta$ when prompted for a Climax finish.

Climax action: Once Bayonetta fires her bullet at Balder you will need to guide it. Use the left stick to steer the shot clear of the glass debris as it travels towards its target. **04 68**



Jubileus

Dea

Dea



110,000 HP 100,000 x5

	Normal Grade Requirements				Hard Grade Requirements				Non Stop Climax Grade Requirements			
Combo	2,500	18,750	35,000	83,750	2,400	16,800	31,200	74,400	1,300	3,686	6,032	13,129
Time	26:40	22:14	17:47	13:20	31:20	26:07	20:54	15:40	33:00	27:30	22:00	16:30
Damage	3,000	2,000	1,000	0	6,000	4,000	2,000	0	6,000	4,000	2,000	0
1st Hair Section	16,000 HP				2nd Hair Section	16,000 HP				3rd Hair Section	20,000 HP	
4th Hair Section	20,000 HP				5th Hair Section	12,000 HP				6th Hair Section	8,000 HP	
7th Hair Section	8,000 HP				Main Body	10,000 HP				Total	110,000 HP	

EPILOGUE: REQUIEM

The true name of Jubileus, as recorded in myth, is actually constructed from unutterable syllables. This is because humans remain incapable of capturing her true glory, as she is the total embodiment of Divine Will.

Humanity, bound to the physical world, was forced to depict and describe her in its own tongue. It is supposed that humanity selected the name Jubileus, taken from the word Jubilee, meaning celebration or rejoicing, in an attempt to turn Divine Will into worldly happiness via repeated recital of her name. As a result

of the cataclysmic events of the ancient First Armageddon of which she sat at the very apex, Jubileus was forced into dominion over the world of Paradiso, governor of the light amongst the Trinity of Realities, and put into an endless slumber.

It was from this point that the forces of light and dark began their endless battle for hegemony. The resurrection of Jubileus will trigger a reunification of the Trinity of Realities, fulfilling the desires of not only the forces of light, but also a centuries-old prayer said by those seeking divine intervention.

DRONES

These floating faces, called Loyalties, will often be called in as backup during Jubileus' attacking techniques. Stunning these enemies will allow you to activate a Panther Punt. Aim this punt at any part of Jubileus within range to deal serious damage!

Charge

These mindless Drones follow a very simple attack routine; they will home in on your position and the Drone closest to you will attack by ramming itself into you. The Charge attack has a distinct audio and visual cue: the attacking Drone will back away slightly while speaking an angelic phrase before launching. Evade as soon as the audio cue sounds to activate Witch Time.

Red HotTip! Try turning the music volume down to 1/4 in the Options menu to make sure you clearly hear the audio cue.

Stopping Movement

Drones are unable to move or attack through a rapid series of strikes. The easiest way to stop a Drone from attacking is to simply stand there and hold Δ to fire. This will allow you to immobilise one Drone, while watching and waiting for another Drone's attack cue in order to Evade and activate Witch Time.

Red HotTip! Activating Crow Within and summoning a full set of feathers by holding Δ is a fantastic shield against Drone attacks. As long as you have a decent number of feathers spinning around you, the Drones will not be able to land a hit. Furthermore, a full set of feathers hitting a Drone will actually Stun it!

Technique	WT / PA	NML	HRD	CMX
Charge	● / ●	200	400	600

Panther Punt

The most effective way to deal with these Drones is to use them as a weapon. Stunning these enemies will activate a Panther Punt prompt; press Δ to enter the Panther Punt Sequence and then push Δ or Δ to aim before Bayonetta lets fly with a kick. Any Drones caught in the path of the Panther Punt will be instantly Stunned. The best strategy is to aim the Drone you are about to punt so that it travels through other Drones on the field, before smacking into any part of Jubileus. Note that that while Bayonetta is in the Panther Punt animation sequence she will be invincible, so activating a Panther Punt is a sure-fire way to stay safe should you find yourself overwhelmed by incoming attacks.

Quick ways to Stun a Drone include Δ with Onyx Roses, or a single Tetsuzanko with Shuraba. When playing on Hard or Non Stop Climax, you will need to perform 2x Δ or Δ with Onyx Roses to consistently Stun a Drone.

Note: This version of the Panther Punt is exclusive to the Jubileus battle. You will not be prompted to rapidly tap a button to build up power, so just concentrate on aiming.

ATTACK PHASE 1



Technique	WT / PA	NML	HRD	CMX
Punch Combo 1st hit	○ / ●	300	600	900
Punch Combo 2nd hit	○ / ●	300	600	900
Punch Combo 3rd hit	○ / ●	500	1,000	1,500
Fireballs	● / ●	500	1,000	1,500
Lightning Orbs	○ / ●	100	200	300
Ice Orbs	● / ●	500	1,000	1,500
Meteor Storm	○ / ●	200	400	600
Flaming Phoenix	○ / ●	100	200	300

Upon beginning this boss encounter you will be situated within a large energy sphere with Jubileus floating directly overhead. Your mission here is to reduce Jubileus' current life gauge by 90%. This will break the attack sequence and force her to employ an altogether different strategy.

Punch Combo

Upon activation of this attack, the camera will automatically pan upwards towards Jubileus $\rightarrow$ 01. A trio of punches will soon follow, so Evade each punch by hitting Δ just before they connect to dodge safely. Evading the third punch will activate Witch Time, and this is your best chance to attack Jubileus directly, so give it your all! $\rightarrow$ 02

Note that any Drones active within the battle sphere will be taken out of play; they will not move or attack until this technique is finished. This allows you an uninterrupted shot at Jubileus once Witch Time is activated.



Fireballs

Jubileus will lower a pair of hair sections to the surface of the sphere. Once connected, visually confirm the colour of the plate on the foreheads of the two faces. These signify which attack is about to be used → 01. A red plate means that one or two (chosen at random) pairs of Fireball projectiles will be shot at you. Evade just before the Fireballs connect to activate Witch Time, or Parry to deflect the shots.

Lightning Orbs

Yellow plates on the faces signal that Lightning Orbs are going to be fired → 02. Evading the Lightning Orbs will not activate Witch Time, nor will Parrying deflect the shots back at the attacker. Once the Lightning Orbs contact a target or the sphere's surface, they will discharge their current. Parrying will discharge the blast rather than deflect it. Having Durga(feet) in Lightning Mode equipped will nullify damage from the discharged current.

Ice Orbs

Finally, a blue plate signals the use of the powerful Ice Orbs → 03. Taking a hit from the Ice Orbs will result in Bayonetta being encased in ice! Rapidly shake ↻ and ↻ to break free quickly. Evade or Parry the Ice Orbs exactly as you would the fire and lightning variations. Activating Witch Time during these attacks will allow you time to rush in and attack the hair sections directly.

Red HotTip! Manually aiming the camera directly at the attacking hair sections makes it much easier to Parry. Get used to recognising when the attack is imminent and manually move the camera as the hair sections are lowered. With the attacking sections directly ahead of you, you are able to repeatedly tap ↻ to safely and consistently deflect any incoming shots.

Meteor Storm

Jubileus is able to execute large range elemental attacks at any point during Attack Phase 1. The Meteor Storm is one of two fire elemental techniques, and its activation is signalled by three hair sections being lowered to the sphere's surface. A set of Drones will also appear at this point. After a short charging period, meteors will rain from above. The impact zones will be highlighted via glowing markers on the ground – stay away from these markers to avoid damage. → 04

Red HotTip! The meteor strike zone is always on the inside of the hair section's position. If you want to stay completely clear of this attack; activate Beast Within and run around to the back of the hair sections.

Flaming Phoenix

Jubileus will summon up to three Drones as she extends a trio of hair sections with red plates to the sphere's surface. Once the setup is complete, a huge phoenix will start to materialise in the area directly below Jubileus → 05. Listen out for when this bird cries, as this is the audio cue to signify that a ramming attack is imminent – Evade here to avoid damage.



ATTACK PHASE 2

Sufficiently damaging Jubileus during Attack Phase 1 will cause her to extend her hair sections to the surface of the sphere and change the reality within it. The first instance of this technique is a blazing hot Fire World! → □ 06

Molten Landscape

Contact with any part of the sea of lava will result in damage. There is an easy way out of this however: with Durga(feet) equipped, activate Fire Mode to render Bayonetta invincible to the lava.

Flame Spirits

These spirits will periodically arc their way over the rocky sections of the Fire World → □ 07. The only way to deal with these hazards is to avoid them, as they always manifest in the same location. Watch carefully and then rush through with Beast Within!

Lava Burst

This environmental hazard is actually instigated by the hair sections. A section will rise up and then slam down, causing a burst of lava to erupt directly underneath you. This attack can manifest while you're standing on any rocky section within the Lava World, so stay on the move to avoid being targeted.

Eruption

This hazard will present itself whenever you are in a situation where you have to negotiate raised platforms in order to reach a hair section. The eruption executes in a set rhythm; take note of the timing and quickly jump across within the gap.

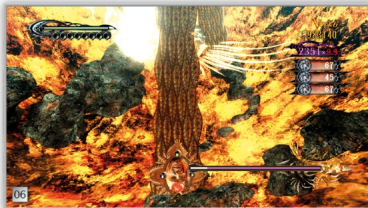
Fireballs

Upon reaching a hair section you will be met with the same fireball technique you previously met in Attack Phase 1. Parry or Evade this version in exactly the same manner.

Energy Darts

As soon as you are within close range on a hair section it will often activate a swarm of Energy Darts. These projectiles will hang in

Technique	WT / PA	NML	HRD	CMX
Molten Landscape	○ / ○	300	600	900
Flame Spirits	○ / ●	200	1,000	1,500
Lava Burst	○ / ○	100	200	300
Eruption	○ / ○	100	200	300
Fireballs	● / ●	500	1,000	1,500
Energy Darts	○ / ●	150	300	450



place for a moment before zapping your way. Evade or activate the Umbran Portal Kick to pass through them safely.

ATTACK PHASE 3

Failure to burn Bayonetta to death will trigger Jubileus to try the exact opposite. Now the sphere will be transformed into a brutally cold Ice World → □ 08! Once again your mission is to break four hair sections to sever Jubileus' influence of the sphere and trigger the next Attack Phase.

Frozen Terrain

Any contact with the frozen sea surrounding the thin raised sections of land will result in being turned to ice instantly! Counter this hazard by simply equipping Odette. This will enable you to travel across this surface safely.

Absolute Zero

During the Ice World sequence, the hair sections are able to target you from any distance using the air itself. This attack is signposted by a purple column of light, which will appear from the ground before the ice damage is applied. Evade as soon as you see this light!

Technique	WT / PA	NML	HRD	CMX
Frozen Terrain	○ / ○	300	600	900
Absolute Zero	○ / ○	100	200	300
Ice Ball	● / ●	200	400	600
Icicles	○ / ●	100	400	600
Ice Orbs	● / ●	500	1,000	1,500
Energy Darts	○ / ●	150	300	450



Ice Ball

These massive globes of ice will manifest at set points on the Frozen Terrain. Contact with this hazard will result in Bayonetta being instantly flattened! Evade just before the Ice Ball hits you to activate Witch Time, then get away as quick as you can.

Icicles

Watch out for falling Icicles while negotiating the Ice World. A blue marker will appear on the ground just before the impact. Evade as soon as you see this marker to safely avoid damage.

Note: The Frozen Terrain, Absolute Zero, Icicles and Ice Orbs hazards will freeze Bayonetta upon contact. Rapidly shake **▲** and **●** to break free of the ice and regain control.

ATTACK PHASE 4

The final elemental attack sequence is a mesmerising Storm World. With no solid ground to speak of you will be forced to negotiate flying chunks of rock in order to reach each hair section. Destroying four hair sections here will mark the end of Jubileus' ability to create these terrifying worlds.

Lightning Strike

You absolutely cannot rest during this Attack Phase. Standing still in one spot, even for a moment will trigger a Lightning Strike. This attack is signified by a yellow pillar of light, which will appear in your position just before the actual strike executes →□ 01. Evade out of the strike zone when you see the pillar materialise.

Be cautious when using the smaller platforms as you negotiate this confusing arena. While standing on a small moving platform you will still be susceptible to Lightning Strikes. Even if you Evade the strike itself, the platform will not be able to withstand

Technique	WT / PA	NML	HRD	CMX
Lightning Strike	● / ●	500	1,000	1,500
Tornado	○ / ○	100	200	300
Lightning Orbs	○ / ●	100	200	300
Energy Darts	○ / ●	150	300	450

the blast. Bayonetta will fall from the platform and into the Tornado (taking damage for doing so), before being whisked back to the starting area.

Tornado

A huge tornado often snakes its way around the inner platforms of the Storm World. Observe the Tornado's position carefully as you leap between the platforms and keep away from it. Should you accidentally run into this hazard, you will sustain damage and be sent back to the starting area.

ATTACK PHASE 5

Forced to revert to her original attack style, Jubileus will now employ significantly more desperate and terrifying techniques. Smashing her life gauge down to near half of the last yellow bar remaining will allow you to activate the Climax and initiate the final Attack Phase!

Technique	WT / PA	NML	HRD	CMX
Ice Storm	○ / ●	200	400	600
Laser Storm	○ / ●	100	200	300
Quantum Rift	○ / ○	100	200	300
Singularity	○ / ○	Death	Death	Death





Ice Storm

The Ice Storm is a very similar technique to the Meteor Storm in Attack Phase 1; the only difference is the element. Chunks of ice will rain from above, their impact points signified by glowing blue markers. Just like the Attack Phase 1 area damage attacks, this one will also summon a set of Drones upon activation. As before, keep a close eye on the Drones and Evade when you see their attack cue. Stun them, and finally kick them to death with the Panther Punt.

Laser Storm

This area damage technique applies a lightning element to create a series of homing lasers. The beams are quite slow moving, so treat this attack as you would the Meteor Storm or Flaming Phoenix. Attack using the Drones by Evading their Charge attack just after they appear.

Quantum Rift

The camera will automatically pan upwards as Jubileus draws her hands and feet toward her chest, and a group of Drones will now materialise. She will then let out a loud scream and unleash a trio of galaxy-like manifestations, which will streak across the floor →□ 02/03/04. Contact with these mini-galaxies will change Bayonetta into her younger self – little Cereza. In this state you will not be able to attack or Evade, so running away is all you can do!



Singularity

Watch out for when Jubileus sets down all hair sections during this phase →□ 05. Upon doing so, she will punch a hole in the sphere and create a deadly Singularity →□ 06. As soon as you see the hair sections plant down, activate Beast Within and keep running. Jumping will slightly increase your speed, so by all means jump. Contact with the Singularity will kill Bayonetta instantly!

Red HotTip! Should you find yourself dangerously close to the Singularity, activate Crow Within. It's worth trying this as a last resort in an emergency. As long as you are not in contact with the floor you will not disappear into oblivion.

FINALE

This is it! With Jubileus' hair sections all out of commission, all that's left to do is attack her directly and put an end to this epic battle. Bayonetta will use her hair to create a massive spiral to bind Jubileus. Make your way up to Jubileus' head while Evading her attacks and smash her face in!

Time limit: 1 Minute!

Bayonetta's binding of Jubileus will only last for 1 minute! Make sure you really go for it or you'll miss out on a high-scoring chance!

Meteor Shot

Standing on the sphere's surface during the Finale phase will trigger Jubileus to attack with extremely high-powered meteors. The impact point of each Meteor Shot will be highlighted via a glowing marker on the floor. Keep a close eye out and stay well away from the markers!

Giant Grab

While running along the hair spiral towards your goal, Jubileus will use both arms to try and get rid of you. The first of these

Technique	WT / PA	NML	HRD	CMX
Meteor Shot	○ / ●	200	400	600
Giant Grab	○ / ○	500	1,000	1,500
Power Punch	○ / ●	500	1,000	1,500

attacks is the Giant Grab. Jubileus will sweep her left arm (on your right) over the surface of the hair spiral and grab Bayonetta when within range →□ 07. Dodge this attack by pressing **▽** just before Jubileus' hand reaches you. Failure to dodge will result in Bayonetta being thrown back to the ground.

Power Punch

When not trying to grab you with her left hand, she will throw a punch with her right. Watch out for when Jubileus draws her right hand back, and Evade just before the punch reaches you.

Red HotTip! The safest way to avoid the ridiculous damage from the above pair of arm attacks is to use the Umbran Portal Trick. Activate the Umbran Portal Kick just before either of these strikes connect, and then press Evade to cancel out of the animation.

STRATEGY



NORMAL AND HARD



Phase 1: In Normal and Hard Modes, the Combo Points threshold for Platinum Rank is very high! As it is difficult to score a large combo in the later sequences, this

strategy will concentrate on scoring the required points within Attack Phase 1. The most important thing to remember is that you always need to keep the Combo Multiplier active between the gaps in Jubileus' attacks. The best way to do this is to hold Taunt, or hold an Iai Jutsu with Shuraba, as both of these techniques will freeze the Combo Timer.

You need to reduce Jubileus' energy to about 90% of the initial energy gauge display. The most effective way of dealing this damage is to Evade the third punch of Jubileus' Punch Combo to activate Witch Time, then use a ④④④④④ combo to attack. There are two ways to set-up this situation: either hold Taunt to freeze the Combo Multiplier and enrage Jubileus as you Evade her punches, or hold a Shuraba Iai Jutsu and Evade the punches to substitute bigger points for bigger damage.

While it is possible to simply wait for the Punch Combo to activate for this scoring chance, we will instead start a combo from one of Jubileus' other attacks and keep it active all the way through to the Punch Combo. All you need to do is get this right once! Apply this technique correctly and you will have earned enough Combo Points for the Platinum Rank by the end of the first Attack Phase.

Ideally you'll want to start this at either the Meteor Storm or Flaming Phoenix attack. Both of these attacks will summon up to three Drones → 01. Watch them VERY carefully as the hair sections are lowered, and be ready to Evade. Ignore the fact that the impact of the hair sections staggers Bayonetta; press ▽ to Evade and activate Witch Time as soon as you see/hear a Drone's attack cue to Evade out of the stagger animation. The Bat Within technique is a real life-saver here, as it effectively extends the window you have to Evade safely.

Immediately upon activating Witch Time, try to Stun as many Drones as you can while Witch Time is active. In this example we will use Onyx Roses' (♥ for this purpose (or ♥ for Hard

and Climax). Once Witch Time ends, activate the Panther Punt on each Stunned Drone in sequence to attack the hair sections and earn loads of points.

Ensure you are consistently able to kill all Drones summoned for the Meteor Storm or Flaming Phoenix attacks in this manner. Doing so will set you up perfectly for the next possible situation. After you have dealt with the Meteor/Phoenix attack by clearing all Drones (then holding Taunt to bridge the gap), the next attack will either be the Fire/Ice/Lighting Orb projectiles or the Punch Combo.

If it's the projectiles, once again watch very carefully as the next set of Drones are summoned, and Evade as soon as you see/hear the attack cue to activate Witch Time. Stun each Drone (or as many as you can) with (♥ or ♥, and then Panther Punt them at the firing hair sections.

Red HotTip! As you will be in Witch Time when the hair section's projectiles are fired, you'll be able to see the incoming shots slowly floating in the air. Use this scene to judge if you need to Evade or not when your current Witch Time deactivates.

Alternatively, Jubileus may decide to use her Punch Combo. In this case the summoned Drones will deactivate and remain dormant for the duration of the punch attack sequence. It's well worth ensuring that Jubileus is enraged by the time the Punch Combo finishes. Continue to hold Taunt as you Evade the three punches, as this will guarantee that Jubileus is enraged by the time you Evade the third punch and activate Witch Time. Now, with Jubileus enraged and Witch Time activated, attack with a ④④④④④ combo to score massively. → 02

Red HotTip! As soon as you see Jubileus activate the Punch Combo – jump, activate Crow Within and hold ▽ to summon a full set of feathers. Now as you Evade each strike of the Punch Combo there is a high chance that the feathers will damage the attacking hand – this is great for resetting the combo timer!

Holding Taunt as previously described, you can also Evade the third punch of Jubileus' Punch Combo with a Dodge-Offset ♥. This way you'll score a hit as soon as Witch Time activates, ensuring that Jubileus takes the entire ④④④④④ combo. This is an extremely useful technique to employ if you are going for high scores. Attacking an enraged Jubileus in this manner will consistently score up to 1,500 combo points and always bump the Combo Multiplier up to 9.9! 04.66



Red HotTip! Dodging the Punch Combo while holding an Iai Jutsu with Shuraba will freeze the Combo Timer all the way through until Witch Time activates upon dodging the third punch. Release the Iai Jutsu as soon as Witch Time activates and use a combo for stunning damage.

Phase 2: →□ 03 As soon as you are back in control, change Durga to Fire Mode, activate Beast Within and leap as high as you can directly over the lava ahead of you and towards the first hair section. Evade or Parry the Fireballs it will shoot at you, then immediately counter with a Tetsuzanko.



Next you will be faced with a series of raised platforms. Check that the way is clear of flame eruptions and hit to jump across towards the next hair section. Kill it in the same manner as the first one, then activate Beast Within to leap from the platform towards the third hair section. When you're directly over the third hair section, deactivate Beast Within and land right on top of it. The jump damage is enough to kill the hair section instantly. Now rush across the lava towards the fourth hair section. Parry or Evade its Fireballs as you approach and kill it with a Tetsuzanko.

After destroying the fourth hair section, a cutscene will activate leading to an automatic Witch Time sequence. As soon as you regain control, switch Durga back to Lightning Mode then negotiate the platforms towards Jubileus' head by pressing when prompted to leap between them. When you reach the platform directly in front of Jubileus' face, press Taunt to enrage her before performing a with the Onyx Roses. →□ 04

The combo will break the Witch Time sequence and send Jubileus crashing to the floor of the sphere. An additional automatic Witch Time activation will occur as she hits the ground, so immediately rush in and deliver another combo. →□ 05

Red HotTip! Use the Umbran Spear to instantly dart over to Jubileus as soon as you regain control.

Phase 3: Switch over to Odette, activate Beast Within and leap high over the frozen terrain ahead of you. Just before you land an Ice Ball will appear, so be ready to Evade as soon as you see it. Parry or Evade the Ice Orbs the hair section will fire as you approach →□ 06, then kill it with a Tetsuzanko. Now repeat the rest of the sequence exactly as per the Fire World routine.



Once you have destroyed the required four hair sections, an automatic Witch Time sequence will activate. Deal with this in exactly the same manner as you did in the Lava World; make your way to her face, Taunt and then attack with a combo →□ 07. This will break the Ice World sequence and Jubileus will fall to the floor of the sphere. Make your way over to her as quickly as possible and attack with another combo.

Red HotTip! As soon as Jubileus gets up and you are no longer able to strike her, jump and activate Crow Within, then hold to summon a full set of feathers. The feathers will hit and damage Jubileus during the cutscene leading to Attack Phase 4.





before. Deal with
you did the Meteor
Wait for the attack



NON STOP CLIMAX When playing on Non Stop Climax, the same strategy as Normal and Hard applies. You will, however, need to shift focus away from Jubileus' Punch Combo when aiming for points and damage during Attack Phases 1 and 5.



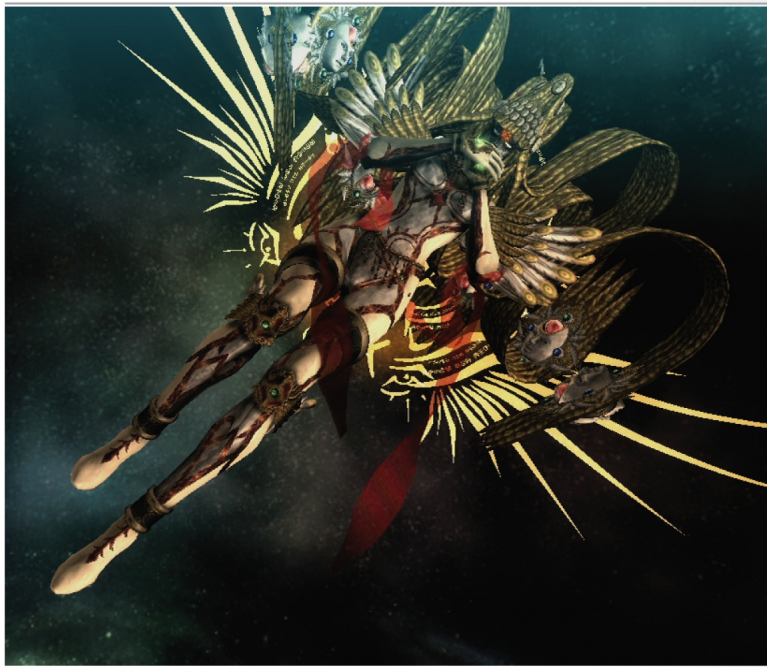
Phase 1 and 5: Without Witch Time you will need to employ a different means of keeping the pesky Drones at bay. As soon as the Attack Phase begins, activate Crow Within and hold **▼** to summon a full set of feathers. This is your defence against Drone attacks, and as a rule you should always summon a full set of feathers between Jubileus' attacks.

When dealing with an elemental area attack such as the Meteor Storm, move towards the nearest Drone as the hair sections are lowered. This will Stun the Drone, allowing you to Panther Punt it at the hair section of your choice. Continue the combo by either Stunning and Punting the remaining Drones, or using Beast Within to run behind the hair sections and attack with **⬄** as you pass each one. It's possible to score a hit or two against each hair section as you run past, while outrunning the pursuing Drones.

For elemental projectiles such as the Fireballs or Ice Orbs, manually centre the camera as the hair sections are lowered and tap **⬆** to deflect the shots. As soon as the projectiles are Parried, follow up with as many Tetsuzanko strikes as possible before activating a set of feathers again.



Finally, having a full set of feathers summoned will deal significant damage once the Punch Combo is completed. Evade the third hit of the Punch Combo with a Dodge-Offset **⬅**, then immediately follow up with **⬄⬄⬄⬄⬄** to score the rest of the combo sequence as the feathers deal additional damage.





Combat Guide

Chapter 5

COMBAT GUIDE

Chapter 5

Bayonetta has access to more combos, weapons, techniques and abilities than possibly any character in video game history. Exploring the game's combat can quickly lead to the player being overwhelmed by the sheer amount of possibilities. This Chapter aims to make every part of Bayonetta's amazing combat as clear as possible. All combos are listed, techniques are fully explained and weapons are analysed. Everything you need to know to truly master the game can be found here.

THE BASICS OF COMBAT

First, we'll take a look at the basic elements that make up Bayonetta's supremely free-form combat. While each element covered here might be basic, there's often a lot more to it than is initially apparent.

Lock-On

Holding **○** will automatically lock Bayonetta's attack orientation to the nearest enemy. Keeping the button held down will keep Bayonetta tracking that particular enemy, regardless of its position. → □ 01

If you need to switch to another enemy, simply release **○**, face the direction of the enemy you want to target and then hold **○** again. Bayonetta will now Lock-On to the nearest enemy in the new direction you have chosen.

Red Hot Note! Every attack you execute while holding **○** will be directed towards the chosen target only. While holding **○** you cannot freely change direction to attack other enemies.

Kiss Effect

Activating Lock-On is signified by Bayonetta blowing a kiss at her target. → □ 02

This kiss may be harmless, but it isn't half off-putting for her angelic foes! When the Kiss Effect strikes an enemy, he will flinch. This little effect is actually capable of stopping an enemy's attack as it is being prepared.

Jumping

Pressing **Y** will make Bayonetta leap into the air. The action of jumping can cancel Bayonetta's current attack animation. The jump will be executed instantly, regardless of the action Bayonetta is taking.

Double Jump

Bayonetta's standard jump consists of two parts: the initial jump from the floor and an additional Double Jump, which occurs if you press **Y** again while in the air. Bayonetta is allowed to execute the Double Jump only once after each fresh jump is activated. The Double Jump is signified by a pair of butterfly wings, which appear on Bayonetta's back to give her an added boost. → □ 03

Step-Off

While in the air it's possible to use the body of an enemy as a platform to execute a completely fresh jump. Simply press **Y** when Bayonetta is positioned just above or alongside an enemy, and she will use its body to launch an additional jump, while firing from firearm weapons if they are equipped to her feet. → □ 04

The damage that the firing element of this technique deals is dictated by the firearm you currently have equipped to Bayonetta's feet.

Jump Count

Each time you jump from an enemy using the Step-Off technique, Bayonetta's jump condition will be reset. It is possible to



activate her Double Jump after each successful Step-Off. Having access to a never-ending series of jumps allows you to stay in the air indefinitely, well out of enemy attack range should the need arise.

Gravity Reset

During any Witch Walk sequence, you can reset gravity back to normal by jumping and by clicking the Left Stick while in the air. Make sure you have a solid surface to land on before deactivating the Witch Walk effect!

Firing

Handgun Firing Data

Technique	Command	Damage	Combo Points
Fire	Press or Hold	19 x 3	1 per hit

Regardless of which weapons you have equipped to Bayonetta's limbs, she will always carry a small handgun, which she will fire when is pressed. While not an effective weapon to deal damage, the handgun is still extremely useful, as it can be used to keep a combo active (see Scoring System).

Red HotTip! If you fire constantly with at an enemy that's appearing from the sky (rather than teleporting into battle) you can knock them to the ground before they land. This leaves them lying on the floor helpless.

Evade

Bayonetta's basic dodge is executed with a single push of ; push the button and Bayonetta will immediately perform an evasive backward flip. Pushing the Left Stick in any direction as you press will direct the Evade in the direction of your choice. Changing directions and executing additional flips is fast, smooth and seamless. There is a catch, however! Bayonetta can only Evade four times in rapid succession. When a fifth Evade (Final Evade) is added to the sequence, she will jump much higher than usual before landing in a low, crouching pose. →□ 05

Evade Count

Resetting the Evade count is a simple matter of leaving a 10-frame gap between Evade activations. Firing a single shot with , or activating any striking attack, is more than enough to reset the count, so you can start the Evade sequence again.

Final Evade

The Final Evade is a defensive flip performed on the fifth press of a series of successive Evades. The flip itself is much higher than normal. Upon landing Bayonetta will crouch into a very low pose, with a slight possibility that certain enemy attacks will pass safely overhead. The Final Evade animation cannot be cancelled or interrupted by conventional means. Special defensive techniques need to be employed in this situation (see the Moon of Mahaa-Kalaa in the Accessories section).

Ensure that, right from the start of the game, you are aware of the Final Evade limitation so as to avoid digging yourself into a hole as an enemy attack approaches. Not only does the Final Evade leave you prone to attack, it will also reset the combo position held via the Dodge Offset system. Holding any attack button, upon execution of the Final Evade, will fire any firearm-type weapon you have equipped in your current Weapon Set.

Can't Touch Me!

The most amazing thing about the Evade system is that you don't actually have to physically avoid the incoming attack in order to

dodge safely. In other words, you can phase straight through incoming attacks, just as long as you execute the Evade at the right time! →□ 06

The direction of the Evade is completely irrelevant. It is only the timing of the Evade execution that is of paramount importance.

Evade Cancel

Almost every melee technique in Bayonetta's arsenal can be cancelled instantly with an Evade. This allows you to push offence to the absolute limit, before Evading at the last possible moment. As you don't have to commit yourself to the entirety of an attack animation, you are able to cancel the action, flowing seamlessly into an Evade as soon as you see an enemy attack being activated. By ensuring you pay attention to your opponents, you will be able to anticipate an incoming attack and Evade out of the way safely.

Watch and Listen!

So how do you know exactly when to execute an Evade? This is where you really need to watch closely and pay attention. There are many subtle (and not so subtle) cues each enemy type gives before attacking. Some enemies sound an audio cue before executing an attack, while others may flash a warning light or some other visual display. →□ 07





Learn to recognise these signposts and you'll have no problem reading the enemies like an open book. In addition, many enemy types follow a preset behaviour. If, for example, you trip certain enemy types over, they will always attack as they get to their feet.

The Angels Chapter of this guide will, wherever possible, give full details of each and every audio and visual cues the enemies present you with. Absorbing this information will make your evasive routines extremely effective.

Witch Time

Evading an attack just before it hits will activate a state of dilated time known as Witch Time. During Witch Time it is only Bayonetta's enemies who are slowed down; Bayonetta herself is capable of moving just as easily as she does during normal time. This allows you to seriously punish your enemies while they are unable to move freely or defend themselves. →□ 01

Witch Time Data

Technique	Command	Magic Gauge Gain	Witch Time Duration
Witch Time	Evade attack within 5 frames of impact	1 Magic Orb	2 seconds*

*Initial duration

Activation

Activating Witch Time is all about timing. You must get a feel for the various attacks the enemies are capable of, and Evade them at the last possible instant. Upon spotting an imminent attack, aim the timing of your Evade to coincide with the last possible moment before the attack is about to hit you in order to activate Witch Time. →□ 02/03

Again, see the Angels Chapter of this guide for the exact signposts and animation routines executed before an enemy attack is launched.

Witch Time Extension

The Witch Time duration is not set in stone. While the initial Witch Time value is listed as 2 seconds, it is possible to extend the total duration to up to 6 seconds, if you keep up a heavy barrage of physical strikes. The act of striking an enemy during Witch



Time increases the duration little by little. If you ensure that you strike as quickly and intensely as possible, as soon as Witch Time begins, you'll be able to cause a lot of damage!

THE UMBRAN ARTS

Bayonetta has a bewildering number of special abilities and techniques she can acquire and use. Right from the start of the game, there's a huge combo list to experiment with. In this section we'll take you through the many combos and abilities on offer. We'll start by looking at the basic handguns, and cover the many combos and abilities at your disposal before you've bought a single thing or acquired any additional weapons.

Handguns



Automatic handguns produced by Rodin. These weapons are unable to withstand the intensity of magic-imbued bullets or melee at-

tacks. Those capable of such feats must be careful in holding back their full power.

Upon beginning the Vestibule Chapter, you will be given a set of Handguns by the weapon smith Rodin. While these guns cannot withstand the full power of Bayonetta's abilities, you can still have a lot of fun with them! In this section we will take a close look at Bayonetta's standard combo chart and fighting abilities.

What follows is a complete list of Bayonetta's preset combos available when using the default handguns. This is the standard command list on which every weapon's basic functions are based. Take time to absorb this information, as the effects certain combo strikes have on their target make these techniques invaluable tools for conquering the game and earning top grades.

Weapon Data		
Equip Type	Weapon Type	Wicked Weaves
All	Firearm	No

Technique	Command	Attack Effect	Damage
Three-hit Combo	↵↵↵	Stagger	80, 200, 200
Punch to Uppercut	↵↵	Launcher	80, 100
Punch to Kickflip/Death Spin	↵↵↵↵↵	Launcher, Barrage	80, 200 x 2 / 200 x 2, 25 x multi-hit
Stomp to Uppercut	↵↵↵↵	Knockdown, Launcher	80, 80, 200, 100
Stomps to Heal Kick	↵↵↵↵↵	Knockdown, Blast	80, 80, 200, 120, 300
Stomps to Uppercut	↵↵↵↵↵↵	Knockdown, Launcher	80, 80, 200, 200, 100
Stomps to Kickflip/Death Spin*	↵↵↵↵↵↵↵↵↵	Knockdown, Launcher, Barrage	80, 80, 200, 200, 200 x 2 / 200 x 2, 25 x multi-hit
Stomp to Kickflip/Death Spin*	↵↵↵↵↵↵↵↵↵	Knockdown, Launcher, Barrage	80, 80, 200, 200 x 2 / 200 x 2, 25 x multi-hit
Two-hit Combo to Overhead Pound	↵↵↵↵	Launcher	80, 80, 140
Two-hit Combo to Heal Kick	↵↵↵↵	Stagger	80, 80, 200
Sweeps to Heal Kick	↵↵↵↵↵↵	Trip, Blast	80, 80, 80, 200, 200, 400
Sweep to Uppercut	↵↵↵↵↵	Trip, Launcher	80, 80, 80, 200, 100
Sweeps to Uppercut	↵↵↵↵↵↵↵	Trip, Launcher	80, 80, 80, 200, 200, 100
Three-hit Combo to Uppercut	↵↵↵↵↵	Launcher	80, 80, 80, 100
Quick Kick Flurry	↵↵↵↵↵↵	Barrage	80, 80, 80, 50 x multi-hit, 400
Kick Flurry	↵↵↵↵↵↵↵	Barrage	80, 80, 80, 80, 50 x multi-hit, 400
Punch Flurry	↵↵↵↵↵↵↵↵	Barrage	80, 80, 80, 80, 20 x multi-hit, 150
Punch Flurry to Axe Kick	↵↵↵↵↵↵↵↵↵	Barrage, Knockdown, Launcher	80, 80, 80, 80, 20 x multi-hit, 150, 600
Four-hit Combo to Overhead Pound	↵↵↵↵↵↵	Launcher	80, 80, 80, 140
Triple Kick Combo	↵↵↵↵↵↵	Stagger	200, 200, 150 x 2 / 150, 50 x multi-hit, 150
Double Kick to Uppercut	↵↵↵↵	Stagger, Launcher	200, 200, 100
Kick to Uppercut	↵↵↵	Stagger, Launcher	200, 100
Bullet Climax (Hands)	↵↵↵	None	40 x multi-hit
Bullet Climax (Feet)	↵↵↵	None	40 x multi-hit
Uppercut	↵↵↵↵	Launcher	100
Kickflip/Death Spin	↵↵↵↵↵↵↵	Launcher, Barrage	200 x 2 / 200 x 2, 25 x multi-hit
Aerial Stomp to Uppercut	air↵↵↵↵	Knockdown, Launcher	80, 80, 200, 100
Aerial Sweep to Uppercut	air↵↵↵↵↵	Trip, Launcher	80, 80, 80, 200, 100
Aerial Sweeps to Heal Kick	air↵↵↵↵↵↵	Trip, Blast	80, 80, 80, 200, 200, 400
Aerial Quick Kick Flurry	air↵↵↵↵↵↵	Barrage	80, 80, 80, 50 x multi-hit, 200
Aerial Kick Flurry	air↵↵↵↵↵↵	Barrage	80, 80, 80, 80, 50 x multi-hit, 200
Aerial Punch Flurry	air↵↵↵↵↵↵	Barrage	80, 80, 80, 80, 20 x multi-hit, 150
Aerial Punch Flurry to Overhead Dive Kick	air↵↵↵↵↵↵↵↵	Barrage, Knockdown, Launcher	80, 80, 80, 80, 20 x multi-hit, 150, 400 (initial), 200 (during fall), 600 (landing point)
Overhead Dive Kick	air↵	Stagger, Knockdown	200, 300
Aerial Bullet Climax (Hands)	air↵↵↵	None	40 x multi-hit
Aerial Bullet Spin (Feet)	air↵↵↵	Blast	50 x multi-hit
Aerial Uppercut	air↵↵↵↵	Launcher	100
Aerial Kickflip/Death Spin	air↵↵↵↵↵↵↵	Launcher, Barrage	200 x 2 / 200 x 2, 25 x multi-hit

*Hold ↵ to activate Death Spin

Special Properties

The attacks and abilities Bayonetta can use often have special properties that can affect the enemies in various ways. Before we get on to the individual attacks and combos, we'll list all these properties and then explain why each one is useful.

Special Properties Data

	Property	Effect
Stagger		Enemy briefly stumbles
Launcher		Launches an enemy into the air
Blast		Blasts the enemy directly away from you
Knockdown		Slams enemy to the floor
Trip		Sweeps an enemy's legs from under him
Barrage		Extremely rapid attack
Stun		Enemy becomes dizzy

Stagger

Any attack with the Stagger property applied will cause a humanoid enemy to stumble momentarily, which will lower its defensive capability. Against armoured enemies or against enemies that are capable of deflecting incoming attacks, the Stagger property proves invaluable. Applying a Stagger will give you an opportunity to charge a Wicked Weave attack, Launch the enemy, or attack them from behind to further decrease the risk of one of your strikes being deflected.

Launcher

A Launcher is any attack which sends the enemy into the air upon contact →□ 01. After landing a Launcher attack, it is possible to follow the enemy into the air with a jump and carry on the assault with an Aerial Combo.

Blast

Blast Data		
Aspect	Damage	Combo Points
Enemy collision	200	20 (Special)
Collision with wall	500	0

Any attack that strikes hard enough to propel the enemy through the air, directly away from you, is making use of the "Blast" property. Other enemies caught in the path of the one you've just Blasted through the air will also receive damage →□ 02. Upon Blasting an enemy, each time he hits and damages one of his comrades you will be awarded 20 'Special' Combo Points.

Knockdown

Knockdown occurs when an enemy is slammed straight to the floor by the sheer brute force of an overhead-style attack. →□ 03

Trip

Small to mid-sized humanoid enemies can be Tripped over by sweep attacks →□ 04. Once Tripped over, the enemy will be immobile for a short period, leaving you free to land follow-up strikes.

Barrage

A Barrage is a series of lightning-fast physical attacks that hit with such intensity that they appear to imprison the target within the strikes →□ 05. Barrage attacks are incredibly useful for scoring large amounts of combo points and extending the duration of With Time.



Stun

The Stun condition usually occurs when an enemy has been on the receiving end of a sustained and rapid assault (most notably Barrage type attacks). It is also possible for an enemy to stun itself, if it misses an attack. The enemy will eventually become dizzy (signified by star effects above their head) and unable to act. → □ 06

Preset Combos

Here's where things get interesting! Bayonetta has a huge repertoire of preset combo attacks, all of which have their own specific effect when striking an enemy. These sequences consist of an opening strike (or set of strikes), leading to any number of finishing attacks, which will always have a very marked effect on the enemy they are aimed at. Combo attacks can be used to Blast enemies away from you, Launch them straight up into the air, or simply immobilise them by Tripping them over.

We recommend using Tutorial of the Vestibule chapter to familiarise yourself with these techniques. Complete the initial Punch Tutorial, but when the Kick Tutorial is activated do not press BACK/SELECT button to exit. Instead, use the Affinity Angel the game kindly provides as a punchbag to test and get the feel for Bayonetta's preset combo sequences.

Input delay

The • symbol signifies a controller input delay. Using the Practice Mode activated by pressing the BACK/SELECT button during the loading screen allows you to have a look at the exact timing of these input delays. The input commands are displayed via icons at the bottom of the screen. → □ 07

Whenever you get to a combo string position, where an input delay is possible, the • icon will appear. Pressing the appropriate attack button while • is displayed will activate the delay strike of the combo sequence.



Punch-led preset Combos

Three-hit Combo

One of Bayonetta's most important attacking strings is the simple sequence. A straight Punch, followed by a deep Heel Kick, leading to a double-armed Punch finish. Landing the Heel Kick or finishing Punch of this combo against a lesser Angel (such as the Affinities we first meet in the Vestibule Chapter), will knock the wind out of him, leaving him momentarily Stunned.

Punch to Uppercut

This is a simple two-hit Launcher string. Any technique or combo with the Launcher property will blast an enemy straight up into the air. To perform this combo, hit once, leave a brief pause and then press again to perform an Uppercut. You can judge the timing of the pause after the button press by watching Bayonetta's animation; notice how she spins her gun after connecting the opening. As soon as the spin stops, hit again and Bayonetta will instantly perform the second strike of this sequence.

Punch to Kickflip/Death Spin

As far as execution and timing is concerned, this sequence is identical to the previous combo. However, instead of delivering a standing Uppercut, Bayonetta will instead perform a spectacular Kickflip – launching both herself and her target directly upwards! Note that any instance of the Kickflip can be modified into a rapidly striking Death Spin if you hold upon activation. The Death Spin is fully covered in the Aerial Combo section of this chapter.

Stomp to Uppercut

This combo sequence is the first example of the "Knockdown" property. Any attack with this property will instantly slam many enemy types straight down to the ground. While lying on the ground the enemy will be immobilised momentarily, allowing you to use additional combo sequences in safety. Start this sequence by tapping twice; hitting during or directly after the second strike will execute a powerful stomp technique – finally hit again to activate the familiar Uppercut and launch the enemy skywards.

Stomps to Heel Kick

After hitting twice, press to activate the Stomp technique, and then continue tapping to deliver an additional Stomp, followed by a powerful Heel Kick to send the enemy flying. The final attack of this sequence causes Bayonetta to pause momentarily as she gathers strength. It is advisable only to use this finishing strike when the enemy is unable to interrupt your flow. Use a Launcher or Trip property technique to immobilise the enemy prior to executing this combo, if you want to connect it safely at close range.

Stomps to Uppercut

The secondary Stomp attack introduced in the previous combo sequence can also flow into an Uppercut. Delay your input until Bayonetta starts to rise up out of her second stomp pose before you press and she will execute an Uppercut to launch the enemy.

Stomps to Kickflip/Death Spin

Once again, delaying input until the moment when Bayonetta starts to straighten up after the second Stomp animation will interrupt the combo flow into a Launcher. By pressing  instead of  at the described moment, Bayonetta will launch into the devastating Kickflip Launcher.

Stomp to Kickflip/ Death Spin

Let's have a look at that first Stomp attack of the sequence again, as this one can be linked into a Launcher as well. Throw the opening pair of  strikes, and then hit  to activate the Stomp. Now, at the exact moment Bayonetta starts to straighten herself out of the stomp animation, hit  to execute an instant Kickflip Launcher.

Two-hit Combo to Overhead Pound

This combo offers a quick way of executing a Knockdown property technique. When you don't have time to input a large combo sequence, this is a great way to slam an opponent to the ground for a bit of breathing space. Throw a pair of  strikes and then pause. You will notice that Bayonetta spins her gun after the second punch – hit  again at this point to perform a brutal overhead strike, which will knock lesser Angels to the ground instantly. Note that when the Wicked Weave system is active, this combo becomes a Launcher.

Two-hit Combo to Heel Kick

Use the same timing and execution as the previous combo, but this time press  to modify the sequence to end it with a powerful Heel Kick. Against humanoid angels (Affinity, Applaud and Ardor) the Heel Kick finishing strike connects to the enemy's stomach, leaving him winded and Staggering around helplessly! Note that an angel must be standing up and facing Bayonetta in order for the Stagger property of this technique to activate correctly; the attack must hit him in the stomach.

Sweeps to Heel Kick

Here we have the first example of the Trip property, which works against small to medium-sized humanoid Angels. Tripping an enemy over gives you the same sort of tactical opportunity as using a technique with the Knockdown property; you'll be free to use further combos without risk of the enemy interrupting you. This combo is very easy to execute. Simply throw three  strikes, and then repeatedly tap  to activate a pair of leg sweeps, followed by a devastating Heel Kick. Owing to the large range of leg sweeps, it is possible to Trip over a group of enemies all at once!

If you do not want the enemy Blasted away by the finishing Heel Kick, either stop the combo at the second sweep, or press  or  to cancel the combo sequence. Alternatively, press  immediately after the execution of the second sweep to begin a completely new combo string. This is a general rule: pressing  during any blank portion of a combo string, where it will not activate another attack in the current sequence, will begin a new combo.

Sweep to Uppercut

This sequence interrupts the leg sweep portion of the previous combo into a Launcher. Simply press  after activating the first leg sweep of the sequence to instantly Launch the enemy skywards with an Uppercut.

Sweeps to Uppercut

As testament to the versatility of Bayonetta's fighting style, you can also interrupt the second leg sweep of the  sequence with a well timed  input. Time the  input to coincide with Bayonetta finishing the second sweep animation. The trick is to not press any buttons during the animation preceding the final attack.

Three-hit Combo to Uppercut

Adding a delay between the third and fourth  inputs of this combo sequence will execute a powered-up version of the Uppercut. After performing the opening three  strikes, delay your input until the moment Bayonetta stops spinning her gun after the third punch, and press  again at this moment to execute a powerful Launcher.

Quick Kick Flurry

This is the first of Bayonetta's 'Barrage' attacks. A Barrage is a blindingly fast flurry of strikes that can hold an enemy in place for the duration of the technique. Execute this combo by performing three  strikes, pause as Bayonetta spins her gun after the third punch, then rapidly tap  to deliver a barrage of kicks, leading to a Heel Kick finish. Certain stronger enemies can break out of Barrage attacks. The likelihood of such an enemy blocking a Barrage attack increases with the strength of the enemy in question and the game's difficulty setting.

Kick Flurry

As the full version of the previous combo, this allows you to execute the Barrage of kicks without the need for an input pause. Perform four  strikes, before rapidly tapping  to deliver a lightning-fast kick combo, ending with a powerful Heel Kick. The Kick Flurry is a fantastic technique to employ upon activating Witch Time. Because it strikes with such intensity, it will reliably extend the Witch Time duration.

Punch Flurry

Press  five times and Bayonetta will launch into a rapid flurry of punches and gunfire. Rapidly tapping  during the flurry sequence activated by the fifth  input will boost this technique into a full-on Barrage attack! While rapidly tapping  , Bayonetta will increase both the number of hits dealt and the intensity of the flurry sequence, before punching the opponent away while firing in two directions. The range of this technique is fairly wide, so it is possible to attack many targets at once with this Barrage!

Punch Flurry to Axe Kick

Pressing  at any point during the Punch Flurry sequence will cancel the Barrage attack into a powerful Axe Kick. Use this technique if you want to knock the enemy to the ground instead of blasting him away with the finishing punch of the Barrage attack. Amazingly, you can even activate the Axe Kick after the entire Punch Flurry sequence has finished! Pressing  after the finishing punch has been executed will activate the Axe Kick in exactly the same manner as if you had activated it during the Barrage itself.

To top it all off, this finishing strike has Launcher properties! After connecting this technique you are free to jump into the air after the enemy and carry on the carnage with an Aerial Combo.

Four-hit Combo to Overhead Pound

This is a variation of the combo covered previously. The only difference here is that the finishing strike is activated after four punches rather than two. Perform a sequence of four strikes, and then pause as Bayonetta spins her gun after the fourth punch. Hit once again the very instant the gun spin animation has ended to perform a truly nasty overhead strike.

Kick Led preset Combos

Triple Kick Combo

While the majority of combo strings begin with , Bayonetta does not completely neglect using her powerful kicks to initiate combo strings. The most basic kick combo is a simple four-hit spinning kick sequence. The finishing strike of this combo will knock smaller enemies off their feet. Simply press three times in sequence to deliver a pair of roundhouse kicks, leading to a stylish spinning-kick finish. The initial kick of this combo is incredibly useful, as it will stagger smaller Angels, such as Affinities. When facing a group of these Angels, a great strategy is to throw a single kick into the group to wind them as soon as the fight begins, allowing you to commence attack without the risk of being swamped.

Red HotTip! Hold as you activate the third kick of this sequence to unleash an incredibly fast spin-kick finish while firing ALL equipped weapons at once! This is an example of the Handgun's 'Hold Function' and is covered in detail shortly.

Double Kick to Uppercut

As with many of Bayonetta's led combo strings, you can also modify her kick combos by adding a pause in mid-flow. Hit twice in succession, then delay your input between and to execute an Uppercut.

Kick to Uppercut

Just as you can lead the second kick of the kick-led combo sequence into an Uppercut, the initial kick of this combo can also be modified in the same manner. Introduce a delay after hitting , and then press the moment you see Bayonetta stand with her back to the enemy to perform an instant Uppercut.

Aerial Combos

Many of the combo sequences previously covered have featured strikes that send the enemy straight up upon contact. These Launcher property techniques are how we are going to initiate the next attack sequences. By following the enemy up into the air with a jump you can continue to strike the enemy repeatedly while suspended in mid-air! →□ 01

Uppercut

Begin by pressing and holding to Lock-On to your intended target. With the enemy targeted, push (opposite direction to the way Bayonetta is facing) and press . Bayonetta will flick the enemy neatly into the air with her gun. →□ 02

Note that during Lock-On the orientation of the input commands are always locked to Bayonetta's perspective; the direction she is currently facing is "forward", behind her is "back", and sideways is to her left and right.

Kickflip

Alternatively, you can Launch the enemy with the Kickflip technique. This attack has the same Launcher properties as the Uppercut. The difference here is that Bayonetta will automatically leap into the air, along with the enemy she's striking. →□ 03

Once you reach the top of the upwards motion you can continue the attack sequence with an Aerial Combo string of your choice.

At any point during a ground-based combo sequence you can interrupt the animation straight into either the Uppercut or Kickflip by simply inputting the relevant command. Even so, it is very important to familiarise yourself with the combo sequences that automatically incorporate Launcher techniques. The importance of these will become crystal clear once the Wicked Weave system is activated.



Death Spin

Holding  upon execution of the Kickflip technique will modify it into a Death Spin. This attack begins with the same rising Launcher property technique but, this time, Bayonetta will continue spinning while rapidly striking the target  01. The Death Spin is a great technique for scoring Barrage-type Combo Points (see the Scoring System section) and launching the enemy while you're at it.

The Death Spin is available for all Feet-equipped weapons. Even weapons that are not firearms will deal Barrage-type damage upon activation of this technique.

Red Hot Note! Rising attacks such as the Kickflip and Death Spin count as jumps. Once the technique has been activated and Bayonetta is in the air, you will have the usual one additional jump at your disposal.

Aerial preset Combos

Using our friendly little punchbag, Affinity of the Vestibule Tutorial screen, let's explore some ways of taking the action into the air. After Launching the enemy with a Kickflip, or connecting an Uppercut then hitting  to jump, you are free to attack with any Aerial Combo string.

Aerial Three-hit Combo

When activated in mid-air, Bayonetta's basic  combo is a very different beast! The initial punch will hold the enemy in place momentarily, and is followed by an Overhead Axe Kick to drag the enemy down, before finishing the sequence with a double-arm punch.

Red Hot Note! This preset combo is not listed within the game's official combo chart, but as the attack animation is different from the standard version, we have included it as a separate combo entry.

Aerial Stomp to Uppercut

With the Handguns equipped, this technique is difficult to connect correctly, as the stomp knocks the enemy to the ground, causing the Uppercut to miss. The Uppercut section of the sequence, activated by the fourth button press, will be accompanied by a Wicked Weave attack once the Wicked Weave system is activated.

Aerial Sweep to Uppercut

This is a very stylish way of adding an additional Uppercut to your Aerial Combo sequence in order to take the enemy up even higher into the air. The higher you are, the more difficult it will be for other enemies to attack you! After launching your opponent, press  three times then press  to perform a leg sweep, before ending the sequence with another  input to execute the Uppercut.

This is a simple example of an Aerial Combo Extension (please refer to Advanced Melee Techniques). After connecting the second Uppercut, treat the situation as a fresh Aerial Combo. Press  to jump up after the enemy and continue attacking with the combo of your choice. It's important to note that all the Special Properties a combo has on the ground are carried over to the



Aerial version. The leg sweep section of this combo executed on the  press still has the Trip property applied. Connecting this attack in mid-air will cause the opponent to spin round wildly.

Aerial Sweeps to Heel Kick

This combo takes the sweep action of the previous one to a whole new level! Perform three  inputs after the initial trio of punches to spin the enemy with a dizzying pair of leg sweeps, before blasting him away with a powerful spinning Heel Kick finish. Connecting the aerial leg sweeps of this combo sequence against lightweight enemies on the ground will end up Tripping them over too!

Aerial Quick Kick Flurry

Barrage combos work in the air exactly as they do on the ground. Perform three  inputs, leave a pause, and then rapidly tap  to deliver a lightning-fast series of strikes.

Aerial Kick Flurry

Perform a full set of four punches, before rapidly tapping  to execute the full version of the Aerial Kick Flurry. This is a fantastic move to use during Aerial Combos, as it's both very powerful and can be cancelled. During the Kick Barrage animation, you are free to begin any  led combo sequence. The animation will cancel itself as soon as you hit  and then a new sequence will begin.

Aerial Punch Flurry

The aerial Punch Flurry works exactly the same as the ground-based version. Rapidly tap  during the Punch Flurry sequence to modify the combo into a full-on Barrage attack!

Aerial Punch Flurry to Overhead Dive Kick

Pressing  during the Punch Flurry or Barrage animation will instantly activate a huge Overhead Dive Kick. Just as we saw when using the ground-based version, this also allows you to execute the entirety of the Barrage combo before executing the Overhead Dive Kick finish.

Overhead Dive Kick

Finally, we have the simple but effective Overhead Dive Kick. This technique is capable of flooring smaller enemies on contact. Additionally, if performed in such a way that it drags an enemy out of the air after an Aerial Combo, this kick will inflict multiple hits as Bayonetta falls. Against giant enemies such as the Be-Loaded, connecting this kick to the creature's head will cause it to deal damage repeatedly before Bayonetta lands.

Punish Attacks

Before we leave the punchbag Tutorial Affinity in peace, there's one last set of techniques to try on him. The following Punish Attacks can be performed on the Affinity, Applaud and Ardor types of Angel. Learn these attacks right from the start, as they are great fun!

Naughty Little Angels!

This Punish Attack requires you to press **⬇** after the second sweep of the **⬇⬇⬇⬇⬇** preset combo sequence. The tech-



nique will only be activated if the sweep attacks have Tripped the angel to the floor. Pressing **⬇** after the second sweep connects will command Bayonetta to sit atop the Angel and give him the spanking of his life **→** **□** 01! Rapidly tapping **⬇** will increase the slapping speed.

Red Hot Note! When the Wicked Weave system is activated, the final slap of this technique will be accompanied by a powerful Wicked Weave attack.

Under Her Heel

Another fantastic **⬇** attack at your disposal is the ability to repeatedly stamp on a helpless Angel as he lies on the ground **→** **□** 02. With an Angel lying on the ground, move Bayonetta right up close to his body and then repeatedly tap **⬇** to dish out some cruel punishment!

Red Hot Note! If your target is weakened to the point at which this attack will kill him, a final big Stomp will be executed as a death blow. When the Wicked Weave system is activated, this finishing Stomp will be accompanied by a giant Wicked Stomp.

Ragdoll

After any ground-based or Aerial Uppercut, regardless of whether it's a stand-alone attack or part of a preset combo sequence, simply hit **⬇** after the Uppercut (or Aerial Uppercut) has connected in order to instantly grab and slam an opponent violently from side to side. Tap **⬇** rapidly to increase the speed and number of slams (up to a maximum of six). Finally, pressing **⬇** at any point during this technique will activate a deadly finishing kick! **→** **□** 03/04

As Bayonetta repeatedly slams her victim to the ground, you can control the direction of her swings freely with the Left Stick. This allows you to aim the victim's body at other Angels, thus using him as a weapon against his comrades. The Ragdoll will only work if you have a firearm-type weapon equipped. Striking weapons such as a sword or whip will not work for this Punish Attack. Once you have earned Scarborough Fair, the finishing strike of this attack will be accompanied by a very powerful Wicked Heel strike.

Hold Function: Rapid Fire

Handguns Hold Function Data

Technique	Command	Damage	Combo Points
Rapid Fire	Hold ⬇ or ⬆ during execution of any attack	40 x multi-hit	1
Evade While Firing	Press ⬆ while holding ⬇ or ⬆	40 x multi-hit	1

*Handgun damage is determined by distance, and gradually reduces to 1.

Rapid Fire Hold **⬇** or **⬆** during any attack

The beauty of Bayonetta's combat system is that there's no rigid boundary between melee strikes, gunfire and evasive flips – all three elements of Bayonetta's movement can be seamlessly combined!

With any firearm-type weapon equipped, hold down the current **⬇** or **⬆** at any point during ANY preset combo technique. Every single **⬇** or **⬆** input can be instantly extended to a short burst of gunfire to increase the damage (and style) of the strike. **→** **□** 05

This feature will be referred to as the Hold Function. Be sure to check the Hold Function section of the weapon entries of this guide to see what each one does.

Even command attacks such as the or Launcher variations can be held in this manner; try holding during the Kickflip execution and you'll see Bayonetta continuing to spin rapidly while firing all four guns at once $\rightarrow$ 06! Holding the attack button to fire your guns during an attack does not in any way affect the flow of the combo sequence; you are free to hold (or not hold) any strike in any combination you wish, regardless of which combo string you are executing.

Fire While Evading! Press while holding or

With the Handguns, Scarborough Fair, Sai Fung or Bazillions equipped, holding an attack button while Evading will scatter a burst of rapid-fire shots $\rightarrow$ 07. Use this technique to keep your combo alive while you Evade and get into a safe position to counter.

Red Hot Note! Keep the dreaded Final Evade in mind while using a string of Evades to fire rapidly. Leave a gap anywhere within your Evade sequence to reset the count and avoid being trapped by the Final Evade animation.

Aerial Tracking

After launching an enemy into the air, while standing on the ground, hold or to automatically aim at the enemy and fire a volley of shots $\rightarrow$ 08. Try holding each input of the combo in this situation – it's very stylish!

Bullet Climax

or

When facing a swarm of flying enemies, it's far more efficient to bombard them with a hail of bullets rather than try to pick them off one by one with melee attacks. This is where the Bullet Climax comes into play. Rotate the Left Stick once and hit or to execute one of two rapid gunplay stances. $\rightarrow$ 09/10

Rapidly tapping or , depending on which version of the Bullet Climax you have entered, will unleash a torrent of gunshots. While attacking in this manner, you are free to aim in any direction you like with the Left Stick. During the version of the Bullet Climax, inputting an additional will make Bayonetta flow seamlessly into the Kick variation of this technique. If you spot an incoming enemy attack during this technique, you can cancel the Bullet Climax at any point by either pressing to Evade or to jump.



Red Hot Note! Not all Bayonetta's weapons are firearms; when using a striking weapon, the Bullet Climax technique will change, depending on the weapon in use. Please refer to the Weapons section for more information.

Dodge Offset

The Dodge Offset system enables you to store your current position within a preset combo string as you Evade. To do this, simply hold down the current attack button of the combo sequence you are performing as you enter an Evade. If, for example, you are facing an enemy and want to attack with the     preset combo, you'll throw the opening pair of punches and notice that the enemy is about to attack as you execute the third . Hold that  and press  to Evade. The combo position will now be stored as you enter and exit the Evade animation. As soon as Bayonetta finishes the Evade, continue the combo from where you left off by pressing  .

So, instead of evading the enemy attack and then starting your combo sequence again from the beginning, with Dodge Offset you Evade while storing your current position and can then attack immediately with the rest of the combo. When using a non-firearm weapon, the Dodge Offset system works in exactly the same way; while the weapon itself will not fire during the evade animation, holding the attack button will still store the current combo position.

You're also not limited to a single Evade with this technique. It is possible to hold your combo position through four successive Evades – it is only the Final Evade that you need to be wary of, as this will reset your combo position. Performing the next combo strike in the sequence will leave enough of a gap to reset the Evade count, allowing for a further four evades while holding the new combo position.

WICKED WEAVES



Once Rodin has bestowed the Scarborough Fair gun set upon you, you will finally have access to our heroine's most powerful

technique: Wicked Weaves! The power of the Umbran Arts allows Bayonetta to channel magic energy into her hair, which she uses to give form and substance to hellish creatures she can summon at will. → □ 01

Activation

Wicked Weaves are automatically activated during certain strikes of Bayonetta's preset combos. While certain combos will activate more than one Wicked Weave, it's a general rule that it's the finishing strike of these sequences that are massively boosted by a Wicked Weave attack. The type of Wicked Weave that is activated is dictated by the preset combo's finishing attack; the Wicked Weave will mimic Bayonetta's action, albeit with epic destructive force.

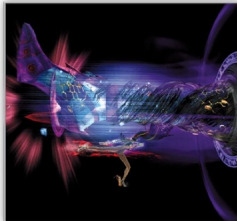
Wicked Punch

The Wicked Punch is a massive punch, capable of Blasting away enemies ahead of you.



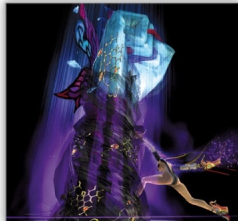
Wicked Heel

This has the same effect as the Wicked Punch, but will summon a huge foot to do the damage.



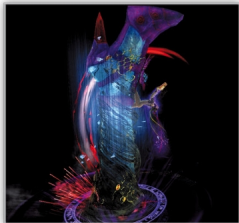
Wicked Uppercut

An extremely powerful Uppercut, which will Launch heavier enemies effortlessly.



Wicked Punt

A giant foot will explode from under the enemy and Launch him skywards!



The standard kicks, punches and Launchers of Bayonetta's preset combos are fine against smaller and weaker enemies, but, as soon as you start fighting larger armour-clad foes, you'll find that they barely even notice such strikes. A standard Uppercut, for example, will not launch a large, armour-clad enemy into the air – he simply weighs too much for the attack to have any effect. With a Wicked Uppercut however, it's a completely different story. There aren't many enemy types that can withstand such explosive power!

Use the Dodge Offset!

As it's the ending strikes of combos that use the epic power of the WickedWeave system, it is very important to finish your combo sequences. This is where the Dodge Offset system becomes invaluable. Instead of stopping your combo sequence whenever you have to Evade, hold the attack button down as you Evade in order to store your current position within the sequence and continue the combo after dodging. Later in the game you will find that many enemy types will parry incoming combo strikes and stop your sequence dead in its tracks. Using Dodge Offset enables you to stay on the move, while dealing strikes to lessen the chance of them being parried.

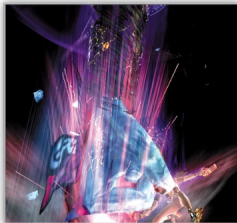
Range

Bayonetta's WickedWeave techniques utilise a dimensional portal from which the demonic attacks explode forth. As dimensional travel is taking place during these attacks, it is not actually necessary to make Bayonetta physically strike at the enemy she is targeting. Any WickedWeave strike can be used to strike at an enemy, even from great distance!

When facing any enemy who is out of physical striking range, you can set up a WickedWeave attack by performing the combo string into thin air. For example, while facing a large armour-clad opponent standing in the distance, Lock-On to the enemy and perform the Δ $\square$ $\triangle$ preset combo. The final $\triangle$ input of the combo sequence will automatically activate a WickedWeave attack, which will appear within range of the enemy and connect. $\rightarrow$ $\square$ 02

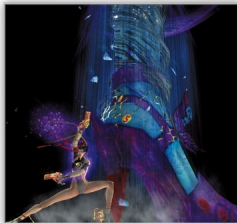
Wicked Pound

This overhead crushing attack will bounce the enemy off the floor and into the air.



Wicked Stomp

A massive attack that will Knockdown the enemy instantly by crushing it underfoot.



You can even launch an opponent from a distance; the Δ $\square$ $\triangle$ combo string will cause a WickedWeave to explode out of the ground beneath your target and send him flying $\rightarrow$ $\square$ 03! Using Dodge Offset, it is even possible to Evade away from your opponents, while performing the opening strikes of a preset combo. When you are in a safe position, you can complete the combo string to devastate the enemy with the WickedWeave finish.



SCORING SYSTEM

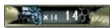
As you are doing battle with your Angelic foes, you will be ranked on your performance. One part of your ranking is your combo score, which is displayed and tallied in the upper right-hand portion of the screen. The scoring system in Bayonetta is a bit complex and at first glance may seem indecipherable. However, read on and we will remove the veil shrouding this mysterious system and show you how it all works.

Combo Points

Connecting any of Bayonetta's attacks will result in points being accumulated in the combo counter. Each different type of attack Bayonetta lands is represented by a specific icon being added to the tally. The number of hits is displayed on the left and the total points on the right.

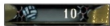
Shooting

Shooting an enemy with regular bullets will score you one point per hit. Firearms with a little more kick (Onyx Roses for instance) will award more points for each shot. Whenever this is the case, the scoring difference will be covered in each weapon's section on the guide.



Striking

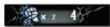
Physically striking the enemy with the equipped weapon awards combo points specific to the weapon in use. However, you will be penalised for using striking attacks repeatedly. This Score Reduction Penalty will be explained shortly.



Red Hot Note! Many of Bayonetta's weapons have their own unique icon for signifying a physical strike. Any changes this makes to the scoring system will be detailed in that particular weapon's section of the guide.

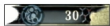
Barrage

Barrage attacks have their own tally icon. Even though they are physical strikes, they are exempt from the previously mentioned Score Reduction Penalty. Attacks of this type award two Combo Points per strike. The extremely high striking rate more than makes up for the small number of points awarded for each hit.



Wicked Weave/Explosive Damage

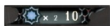
This portal-like icon signifies a Wicked Weave or other type of extremely high-powered attack, such as Durga's Damned Souls or Lt. Col. Kilgore's rockets. Such attacks will award you 30 Combo Points each and are exempt from any scoring penalty for repeated use. In addition, landing any Wicked Weave attack will actually reset the Score Reduction Penalty.



Red Hot Note! While Wicked Weaves will reset the Score Reduction Penalty, other high-powered attacks covered by this icon will not.

Special

Finally we have the Special icon. This icon shows up when you employ highly technical means to attack the enemy. Techniques such as deflecting a projectile back at an attacker, using an enemy's body as a weapon (see Kulshedra's Snare) or performing a counter-attack via a Perfect Parry (see Moon of Mahaa-Kalaa) will all display this icon.



Combo Timer

The very instant you strike an enemy with any attack, a hidden timer begins. In order to keep a combo active you must score additional strikes against any target before this time limit expires. Each time you strike a target, the Combo Timer is reset. The key to getting big scores is to stop this timer expiring by eliminating gaps between attack sequences. During a combo, all Points awarded for your current combo sequence will be displayed in the Combo Counter before being added to the main Combo Points display. When the timer expires, the points will be totalled up and the combo ended.

Combo Timer Data

Attack Type	Combo Timer Duration
Long-range Attack	4 Seconds
Close-range Attack	3 Seconds

Range

Long-range attacks, as described in the Combo Timer Data table, refer to long-distance gunfire, such as holding to shoot a target from a distance. Close-range attacks cover everything else, including Wicked Weaves, regardless of distance. Between attack sequences the best way to reset the Combo Timer, before you go charging at another target, is to fire a quick burst of shots with . The range of this attack is huge, so you can always rely on it to keep the timer active.

Freezing the Timer

It is also possible to freeze the Combo Timer at any point by holding Taunt. This little nuance is so important that you should burn it into your brain right from the beginning. Freezing the timer allows you to keep your combo active while waiting for another chance to attack; for example, if you have to wait for an additional set of enemies to appear on the field after killing a first wave of angels. Another example is during boss battles, where you are only able to strike the opponent at certain times. Holding Taunt will freeze the timer and keep your combo active until the chance to strike once again presents itself.

Red Hot Tip! Holding Taunt is not the only way to freeze the Combo Timer. The *Iai-Jutsu* technique with the *Shuraba* weapon also has the same effect.

Score Reduction Penalty

This is the way the game encourages you to make use of Bayonetta's variety of abilities, instead of endlessly spamming striking attacks. When dishing out physical strikes with the majority of weapons, the opening five strikes connected will each award you 10 Combo Points, but any strike after the fifth will award a decreasing value, eventually resulting in just one point per hit.

Penalty Data

Strike Number	Combo Points
1 to 5	10
6	8
7	6
8	4
9	2
10 and onwards	1

Performing a Wicked Weave attack will reset the Score Reduction Penalty and allow you to once again earn full points for physical strikes. The lesson to learn here is: complete your combos. Use the Dodge Offset system and do not be afraid to delve into the play mechanics to make use of the huge number of Wicked Weave attacks available.

During Aerial Combos, things become a little trickier. As Aerial Combos involve a large number of physical strikes to keep the enemy held in the air, it is very easy to suffer from score reduction. Clever trickery and management of Bayonetta's jump condition will allow you to make use of Wicked Weaves within an Aerial Combo without blasting the enemy out of range. Refer to the Advanced Melee Techniques section of this guide for details on how to score high during Aerial Combos.

Red Hot Note! Certain weapons have their own Score Reduction Penalty condition. Whenever this is the case, the changes will be detailed within that weapon's entry.

Combo Multiplier

At the top of the Combo Counter you'll see your current score, with a Multiplier value to the right of it. This Multiplier will increase, the longer you keep your combo active. Using a variety of attacks, and hitting multiple enemies at once, will make it increase much faster.

The Multiplier value (which can actually go well beyond the visible maximum of x9.9) will come into play once your combo is finished. When the combo is over, your total score displayed will be multiplied by the Multiplier value to give you your final combo score. For example, if your combo score is 535 and your Multiplier value is 2.5, then your final combo score will be $535 \times 2.5 = 1137.5$. Notice that there is a decimal place involved. When the decimal is less than 5, the number is rounded down, and when greater than 5, the number is rounded up. In this case, 1137.5 will be rounded up for a final score of 1138.

The multiplier starts at 1.0 and is increased by a factor of 0.001 for every 100 points in your active combo count. For example, with a combo score of 200 points, a factor of 0.001 is applied to the 200 ($200 \times 0.001 = 0.2$), so an extra 0.2x is added to the Multiplier value. Furthermore, the factor is cumulative, which means it adds the 0.001 factor of the current score milestone every time you reach another 100 points.

Multiplier Example

Combo Counter	Multiplier Added	Total Multiplier
0	0.0	1.0
100	0.1	1.1
200	0.2	1.3
300	0.3	1.6
400	0.4	2.0
500	0.5	2.5
600	0.6	3.1
700	0.7	3.8
800	0.8	4.6
900	0.9	5.5
1000	1.0	6.5
1100	1.1	7.6
1200	1.2	8.8
1300	1.3	10.1
1400	1.4	11.5
1500	1.5	13.0

The increase goes on and on for every multiple of 100 you reach until your combo ends. While the Multiplier only displays as high as 9.9, internally it keeps climbing and has no limit other than your ability to rack up the big numbers.

Indeed, looking at the Multiplier Example Table, you can see that, once you reach a score of 1300 your multiplier is actually 10.1, but the onscreen display will only show 9.9 – the display is simply truncated to two digits to save space on-screen but, internally, that number is still climbing. Let's look at a brief example combo.

Example Combo Score Calculation

Attack Points	Combo Counter	Multiplier Factor	Total Multiplier
20	20		1.0
10	30		1.0
20	50		1.0
30	80		1.0
30	110	0.1	1.1
30	140		1.1
30	170		1.1
30	200	0.2	1.3
30	230		1.3
30	260		1.3
26	286		1.3
12	298		1.3
100	398	0.3	1.6
60	458	0.4	2.0
8	466		2.0
6	472		2.0
4	476		2.0

When this example combo finally ends, the Combo Counter's total is 476 with a multiplier of 2.0. This gives a final combo score of $476 \times 2.0 = 952$.

Witch Time Points



 Attacking enemies within a state of Witch Time will increase the value of Combo Points awarded by 1.5x. This means a strike that normally awards you 10 points during regular time will net you 15 points during Witch Time. Attacks scored during Witch Time are signified by a purple icon in the Combo Counter, with a clock symbol to the right. It's well worth keeping a combo active by holding Taunt until an enemy attacks. Evade this attack to activate Witch Time, and then strike hard to take advantage of the increased points awarded.

Enraged Status

Taunting an enemy will throw the creature into a state of blind fury! There are 2 different types of Taunt available:

Press the left bumper/**[L]** button for a Short Taunt. This will trigger an action specific to Bayonetta's currently equipped hand weapon to infuriate the nearest enemy.

Holding left bumper/**[L]** button will trigger the Long Taunt, which is a sexy little dance that really seems to get on the Angels' nerves.

Enemies in an Enraged State will attack faster, and more often. Their physical attack power doubles, their bodies become tougher and their weight will increase to make Aerial Combos much harder.

Red Hot Note! Only physical attacks become stronger when an enemy is Enraged. Projectile and magical attacks are not affected.

Fighting enemies in this state is more than worth the effort: Combo Points awarded are increased by 1.5x and the Magic Gauge fill rate is doubled! So a regular score of 20 will actually give you 30 points. Fighting enemies in the Enraged State will allow you to make use of Special attacks and Torture Attacks (covered shortly) with increased frequency. The increase in Combo Points also allows you to attack with Wicked Weaves from a distance and still manage to earn enough points for decent grades.

Enraged Status Data

Aspect	Effect
Enemy Physical Attack Power	x2
Combo Points Awarded	x1.5
Magic Gauge Fill Rate	x2

Throw Witch Time into the mix and you'll increase the Combo Points further. Witch Time has its own 1.5x bonus to points gained, but if you combine Witch Time and Enraged mode the actual total increase is 2.25x, rather than the expected 3.0x. A regular combo score of 20 is now worth 20×2.25 , which gives a total of 45 points. Adding the use of an Angel Arm (such as the Angelic Spear dropped by the Affinity and Applaud angels) to this situation will earn you masses of points!



Angel Arms

Angel Arms give large amounts of combo points when you use them. Like every other weapon, you can increase the number of points they give by activating Witch Time or attacking an enraged enemy. However, with Angel Arms, these modifiers are a little bit different. During Witch Time, an Angel Arm receives an extra 0.1x modifier above other weapons meaning Witch Time attacks are worth 1.6x normal Angel Arm values. With enraged enemies, the Angel Arm gets the standard 1.5x modifier, but, when you combine Witch Time and an enraged enemy, the Angel Arm receives an impressive 2.4x modifier which is 0.15x greater than what a regular weapon receives under the same conditions.

Combo Total Calculation

During a Verse, when a combo ends (such as when you fail to hit the enemy in the required time), your total combo score for that combo is tallied along with the Multiplier and stored internally. If the Verse is not over, and you start a new combo, it will be tallied and added to all other combos that have ended previously in that Verse. Once the Verse is over, the sum of every combo you were able to perform is displayed as your total Verse score. When a Chapter ends, the sum of every Verse combo score is your total Chapter combo score.

Halo Bonus

When a combo ends, you receive a Halo bonus based on your total combo score. The bonus is 10% ($\times 0.1$) of your total score. For example, if you manage a total combo score of 985, which has a multiplier of 1.9, you have $985 \times 1.9 = 1871.5$, thus giving you a final combo score of 1872. You get 10% of that as Halos, which is $1872 \times 0.10 = 187.2$. There is a decimal place here, but it is less than 5 and will be rounded down for a total Halo bonus of 187. Watch your Halo count when a combo ends, and you'll enjoy seeing that number climb with this 10% bonus!

THE MAGIC GAUGE

The Magic Gauge, located beneath your Health Gauge is where you accumulate and store power in order to make use of Bayonetta's more powerful abilities such as Special Techniques or Torture Attacks. You can gain Magic both offensively and defensively, using attacks, Parries, Taunts and Evades, though some ways are faster than others.

MAGIC GAUGE CHARGING

Your Magic Gauge is comprised of orbs. There are 8 orbs per bar, and each orb is worth 50 points of magic. You gain magic points during combat. Torture attacks cost 400 points or eight orbs. Standalone Wicked Weaves executed via the Tetsuzanko, Heel Stomp and Witch Twist techniques will deduct 3 Magic Orbs from the Magic Gauge upon execution.

Striking

Attacking the enemy is how you'll gain the majority of your magic. Each weapon's basic attack is worth a set value of magic points, and special or more powerful attacks are worth even more points. Basically, every strike you land grants you magic points. Here we'll list the basics of acquiring magic through attacking your opponent.

The Basics Of Magic

Move	Magic Points Gained
Gunfire	1
Basic Weapon Strike*	8
Stiletto	12.5
Uppercut (Launcher) Attack	15
Wicked Weave	15
Special Techniques	20
Aerial Combo	x 1.5
Enraged Enemies	x 2

*Single Punch or Kick attack.

The points you gain from attacking an enemy are stored internally to the game. Once you have 50, one of the magic orbs will be filled. For example, if you hit an enemy 5 times with a regular strike, you'll have acquired 5 times 8 for 40 points total. Once you gain another 10 points, you'll have 50, and one magic orb will be filled.

Note that the points granted are per strike that lands, so if you use an attack that hits 2 enemies at once, then you will get points for both strikes. For example, a Wicked Weave that hits 2 enemies will grant you 30 points.

In general, when you use a Special Technique such as After Burner Kick, you'll gain 20 points per strike. There are a few Special Techniques that grant slightly less than the 20, but on the average, each strike is worth 20 points. Stiletto for example nets you 12.5 points per strike, but it is a multi-hit strike. Each Stiletto

move can hit the enemy twice gaining you 25 points if both hits land.

When an enemy is enraged, all point values are doubled. While enraged enemies are far more dangerous, you will be gaining twice the magic from them.

Evasion

When you successfully evade an enemy attack, you'll gain 1 magic orb for your efforts. If you evade such that you activate Bat Within, you'll gain 2 orbs of magic. Evasion points are not doubled for enraged enemies meaning you'll always get just 1 orb no matter the enemy's status.

Taunting

Taunting is another great way to fill the Magic Gauge, not only does the act of Taunting build Magic but the resulting Enraged State will double the Magic Gauge fill rate via striking attacks. With an enemy targeted, complete a Short Taunt to charge a single Magic Orb. Alternatively, hold the left bumper (L1) button for the Long Taunt, which will fill the Magic Gauge at a rate of 1 Magic Orb per second. This means that while using the Long Taunt to freeze your Combo Timer, you'll also charge the Magic Gauge if an enemy is targeted → 01.

It should be noted that the 2x multiplier for an enraged enemy is not applied to a Taunt.



Taunt Charge Data

Taunt Type	Command	Magic Gauge Charge
Short Taunt	Press left bumper (LB)	1 Magic Orb on completion
Long Taunt	Hold left bumper (LB)	1 Magic Orb per second (4 in total)

Shiva's Impact (Parry)

The Moon of Mahaa-Kalaa (see Accessories) allows you to Parry just about any incoming attack to negate the damage. The official name for this Parry is "Shiva's Impact." To keep things as clear as possible we'll refer to this simply as "Parry" throughout the guide. Each time you successfully Parry an incoming attack you will gain 1 Magic Orb, as many enemy attacks are multi-hit, rapidly striking techniques; you can build the Magic Gauge incredibly quickly by repeatedly Parrying.

If you perform a Perfect Parry so that you initiate a counter-attack, you'll gain 2 orbs of magic. Further, the resulting counter-attack will gather magic as well. The Perfect Parry itself will always gather only 2 magic orbs no matter the enemy's status. However, the counter-attack is subject to the 2x modifier meaning you'll gain twice the magic for the resulting attack. Against an enraged enemy, you can easily gain 4 magic orbs for a Perfect Parry and the resulting counter-attack.

Magic Gauge Reduction

Magic Reduction Data

Situation	Effect
Damage via enemy attack	Magic Gauge reduced by 4 Orbs

Upon taking damage from an enemy attack, 4 Magic Orbs (200 points) will be depleted from the Magic Gauge. The Magic loss from taking damage is fixed; regardless of the strength of the attack which connected you will always lose the set value of 4 Orbs. When subjected to an attack which grips Bayonetta while dealing additional damage, only the initial damage dealt will reduce the Magic Gauge by 4 Orbs, all subsequent damage inflicted within the attack will not drain any further Magic.

When you suffer damage, you lose 400 points total. If you have less than 400 points stored, then your point count is reset to 0. However, if you have more than 400, you keep what is left. For example, say you have 435 points. This means 4 orbs will be displayed as full, and you are a mere 15 points away from filling the next orb. If you take damage at this time, you will lose 400 points leaving you with the remaining 35 points – which means you still only need to gather another 15 points to fill an orb. If you get hit again while you have only 35 points, then you will be reduced to 0 points.

TORTURE ATTACKS



Once the Magic Gauge has been filled completely, you will gain use of the devastating Torture Attacks. These beautifully animated sequences are Powerful enough to kill lesser Angels instantly! →□ 01

With a full Magic Gauge, a "Torture Attack" icon will appear whenever you are within close proximity of an enemy →□ 02. Press as prompted, and Bayonetta will Summon a hellish contraption to murder (or inflict heavy damage upon) the targeted opponent. Upon activating a Torture Attack, you will be prompted to input a rapid button press or Left Stick input, which will boost attack power and increase the Halo Bonus the Torture Attack awards

Torture Attack:

Torture Attacks will add a round 'TA' icon to the Combo Counter and award 100 Combo Points for the activation of the technique. As you rapidly push the appropriate button to power up the Torture Attack, the number of button presses will increase the left figure. The figure on the right is the total Combo Points awarded for the rapid button press sequence.

Angel Arms

After killing with a Torture Attack, you will very likely be awarded the angelic weapon (Angel Arm) the defeated enemy was carrying, which you can pick up by pressing . These Angel Arms are extremely powerful, award lots of Combo Points for each attack and massively boost the Combo Multiplier. Using Angel Arms against other enemies can be so powerful and give such large boosts to your score that it's well worth Torture Attacking enemies just to get their weapons.



The type of Torture Attack used and the Angel Arm gained from its use varies between the game's many different enemy types. Please refer to the Angels chapter for full details on enemies and the weapons they carry.

SPECIAL TECHNIQUES

There's a wide selection of special attacks and techniques available to buy from the Gates of Hell throughout the game. Here we'll take a look at each one in turn.

Air Dodge

Air Dodge Data

Price	10,000 Halos
Command	air
Effect	Evade at any time while airborne

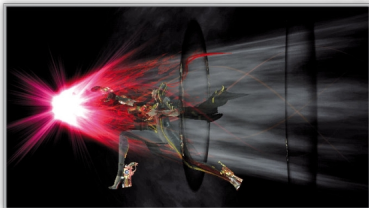


This enhancement allows Bayonetta to Evade while in the air. The properties and functions of the Air Dodge are identical to the initial ground-based version. With the Air Dodge, the Dodge Offset system is unaffected, so you are free to store and save up combo attacks, even during a jump!

Stiletto

Stiletto Data

Price	20,000 Halos
Command	(ground or air) (ground or air)
Effect	Fast, advancing attack
Damage	100, 150

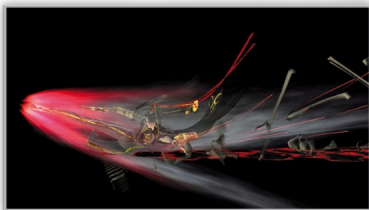


The Stiletto allows Bayonetta to rush quickly towards the enemy while firing/striking with the weapon currently equipped to her hands. Holding during the execution of this attack, with a firearm equipped, will fire shots after the forward charge. The currently equipped weapon determines the damage effect and style of this technique. As Bayonetta's arsenal is a mixture of striking weapons and firearms, the style of this attack can change drastically, depending on your Weapon set-up.

Heel Slide

Heel Slide Data

Price	20,000 Halos
Command	(ground) (ground)
Effect	Fast, advancing attack
Damage	100, 100, 120



Heel Slide enables you to rush towards an enemy while firing/using the weapon you currently have equipped to Bayonetta's feet. With a firearm equipped, you can continue to hold throughout the entire duration of this technique to activate an additional back flip, accompanied by further gunfire.

As with the Stiletto, the equipped weapon has a marked effect on the style and function of this technique. Please refer to each weapon's section for details of the applied changes.

Tetsuzanko

Tetsuzanko Data

Price	30,000 Halos
Command	(ground or air) 99-99 (ground or air) 99-99-99
Magic Gauge Cost	3 Magic Orbs*
Effect	Shoulder Barge with 99. Instant Wicked Weave if Magic is available.
Damage	200 (Striking), 800 (Wicked Weave)

*With fewer than three Magic Orbs available, the Wicked Punch will not be activated, but the attack can still be used.

This technique is an absolute must-have! Tetsuzanko means 'Iron Mountain' in the Japanese language; this solid body-check attack is one of Bayonetta's most useful and effective strikes. The Tetsuzanko is best thought of and used as an instant Wicked Weave. With at least three Magic Orbs stored in the Magic Meter, it will be accompanied by a powerful Wicked Weave strike.

As Wicked Weaves have a huge attack range, it is extremely effective to use the Tetsuzanko's instant Weaves to attack from a distance. Once you have filled the Magic Meter sufficiently, you are free to move out of your target's striking range and continue to press the attack via repeated use of the Tetsuzanko.



Red Hot Note! If you finish a Verse with the Tetsuzanko as the final attack, while achieving the conditions for a Pure Platinum rank, Bayonetta will exclaim "Juunen hayain-dayo!" (You're 10 years too early!). This is a reference to Akira Yuki's victory quotation from SEGA's Virtua Fighter series, of which Tetsuzanko is a trademark technique.

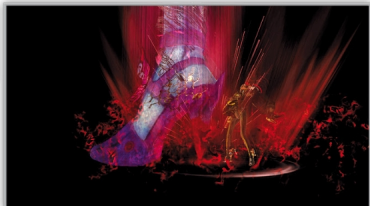
Heel Stomp

Heel Stomp Data

Price	30,000 Halos
Command	(ground or air) 99-99 (ground or air) 99-99-99
Magic Gauge Cost	Three Magic Orbs
Effect	Stomp attack with 99. Instant Wicked Weave if Magic is available.
Damage	120 (Striking), 800 (Wicked Weave)

*With less than three Magic Orbs available, the Wicked Weave will not be activated, but the attack can still be used.

Another technique that can be employed to summon an instant Wicked Weave. Physically, this attack is a single stomp of Bayonetta's foot, capable of flooring smaller opponents on contact. However, with at least three Magic Orbs available in the Magic Meter, this technique will manifest a huge Wicked Stomp, which will instantly smash to the ground all but the strongest opponents.



Breakdance

Breakdance Data

Price	15,000 Halos
Command	(ground or air) hold 99
Effect	Barrage, Rapid Fire
Damage	30 x multi-hit



Regardless of whether Bayonetta is on the ground or in the air, hold 99 and she will throw down a set of perfect Windmills followed by a photo finish. While spinning, the firearm equipped to Bayonetta's feet will launch a hail of gunfire. This technique is particularly effective if activated deep within a group of enemies. The photo finish animation of the Breakdance technique can be cancelled at any time with a jump, Evade or Parry. Bear this in mind if a naughty little Angel tries to sneak in an attack as you show off!

After Burner Kick

After Burner Kick Data

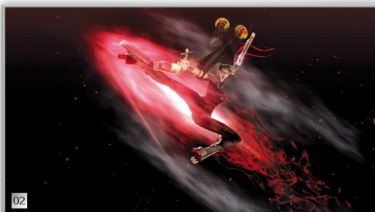
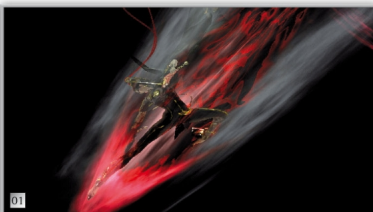
Price	20,000 Halos
Command (Diving)	air    
Command (Rising)	(ground or air)    
Effect	Barrage, Rapid Fire
Damage (Diving)	150, 75, 37
Damage (Rising)	200, 150, 100



to the enemy and then bounce off him. Holding  as you carry it out will cause the kick to strike multiple times as it rips through the enemy's body. →□ 01

Rising

The Rising version of the kick is a fantastic method of extending Aerial Combos. This technique is crucial for creating the more spectacular combos that are possible to inflict on small and medium-sized enemies. Hold  during the execution to activate the weapon currently equipped on Bayonetta's feet. The Rising version of the After Burner Kick is powerful enough to carry even an Enraged enemy into the air. →□ 02



Witch Twist

Witch Twist Data

Price	15,000 Halos
Command	(ground or air) Hold  
Magic Gauge Cost	3 Magic Orbs*
Effect	Evading Uppercut. Instant Wicked Weave if Magic is available.
Damage	150, 50 x multi-hit (Striking), 600 (Wicked Weave)



*With less than 3 Magic Orbs available, the Wicked Weave will not activate, but the attack can still be used.

The Witch Twist is so much more than a simple Evade; this is a means to summon an instant Wicked Uppercut! The ability to activate this Launcher without the need for opening Combo Strikes is especially useful against enemies like the Ardro, who love stopping your combos dead. To activate, hold  , and as soon as the Evade animation begins, hold  while still holding  down.



Umbran Portal Kick

Umbran Portal Kick Data

Price	15,000 Halos
Command	(ground or air) Hold $\heartsuit$ $\blacktriangleleft$
Magic Gauge Cost	3 Magic Orbs*
Effect	Evading Kick. Instant Wicked Weave if Magic is available.
Damage	200, 200, 400 (Striking), 800 (Wicked Weave)

*With less than 3 Magic Orbs available, the Wicked Weave will not activate, but the attack can still be used.



Hold down $\heartsuit$ to Evade, and as soon as the Evade animation starts, hold down $\blacktriangleleft$ (while holding down $\heartsuit$) to activate the Umbran Portal Kick. Bayonetta will Evade when it is activated, and then use a dimensional Portal Kick to rain death down from above, courtesy of a Wicked Stomp.

Red HotTip! The initial animation frames of the Umbran Portal Kick are invincible! Refer to the Umbran Portal Trick in the Advanced Melee section for more details.



Beast Within

Beast Within Data

Price	N/A
Command	(ground) Tap $\heartsuit$ twice
Effect	Transform into highly mobile beast form



After experiencing the 2nd Encounter with Jeanne and having witnessed her spectacular escape, a hidden memory awakens within Bayonetta's mind. Practitioners of both the Light and Dark arts are able to transform their body into that of a beast at will, gaining incredible speed and agility in the process. While on the ground, double-tap $\heartsuit$ while holding any direction on the Left

Stick to activate Beast Within. While in this Panther form, you can run with amazing speed and effortlessly jump huge chasms you would never have even attempted before

Catfight Claw

Catfight Claw Data

Price	N/A
Command	Activate any striking attack during Beast Within
Magic Gauge Cost	1 Magic Orb
Effect	Claw effect added to strike
Damage	200

Execution of any striking attack while in Beast Form will be backed up by a giant claw effect. This technique is like a semi-Wicked Weave; it adds additional attack power to any strike without changing the nature of the attack itself.



Bat Within

Bat Within Data

Price	30,000 Halos
Command	Press $\heartsuit$ immediately after taking damage
Effect	Negates damage
Damage	10 per hit



Press $\heartsuit$ at the precise moment an attack hits, and Bayonetta's form will disperse into a flock of Bats to negate the damage. This technique extends the invincibility window applied to the game's Evade system. Pursuing the Bat Within boosts this window just far enough, so that if you miss-time an Evade and press $\heartsuit$ too late, the damage will be negated.



Crow Within

Crow Within Data

Price	20,000 Halos
Command	air Tap $\heartsuit$ twice
Effect	Transform into Crow Form for up to 7 seconds in which to fly freely around the area. With a Jump available, press $\times$, and Bayonetta will spiral upwards to increase altitude.



The Crow Within is another technique that will give Bayonetta more mobility and allow her to reach previously inaccessible areas. After Jumping, tap $\heartsuit$ twice quickly to transform into the Crow. You'll have up to 7 seconds in which to fly freely around the area. With a Jump available, press $\times$, and Bayonetta will spiral upwards to increase altitude.



Cyclone/Sting Feathers



Cyclone/Sting Feathers Data

Price	N/A
Magic Gauge Cost	1 Magic Orb (small set), 2 Magic Orbs (full set)
Effect	Summons a formation of projectiles

Cyclone/Sting Feathers Attack Data

Technique	Command	Damage	Combo Points
Sting Feathers	(in Crow form) $\heartsuit$	50 x 10	5
Cyclone Feathers	(in Crow form) $\heartsuit/\heartsuit$	100 x 9 (normal) 70 x 15 (hold)	5

Sting Feathers

Tap $\heartsuit$ while in Crow form and a small set of dart-like feathers will manifest around you at a cost of a single Magic Orb. These feathers will explode and inflict damage on contact, or can be sent flying at a targeted enemy when you press $\heartsuit$ again.

Cyclone Feathers

Exactly the same technique as the previous version, only this time the feathers will take on a spinning formation around Bayonetta's body. Tap $\heartsuit$ while in Crow form to summon a small set of spinning feathers. Pressing $\heartsuit$ again at any point will cause them to fly out in all directions. To increase the potency of this technique, holding the attack button upon execution will summon a larger set of feathers and will cost you 2 Magic Orbs.

Both Cyclone/Sting Feathers variations are best used as pre-emptive strikes. Once activated, they will stay in place until used whether Bayonetta is in Crow form or not. Activating this technique before entering a tough battle will ensure that you apply extra damage to the first enemy you contact.

Umbran Spear



Umbran Spear Data

Price	20,000 Halos
Command	(ground or air) Tap $\heartsuit$ twice
Magic Gauge Cost	1 Magic Orb
Effect	Instantly travel to targeted or nearest enemy
Damage	50



At the cost of just 1 Magic Orb, a quick double-tap of $\heartsuit$ will instantly warp Bayonetta to her targeted enemy, or whichever enemy is nearest to you. This is especially useful for zapping instantly into close range of an enemy upon activating Witch Time, or instantly travelling between enemies during Aerial Combos.

Red HotTip! The Dodge Offset system can even be applied to the Umbran Spear! Holding your current combo position with this technique works in exactly the same way as the usual Evade method.

ADVANCED MELÉE TECHNIQUES

In this section we'll take a detailed look at some of the more interesting and useful possibilities that Bayonetta's free-form combat allows. Some of these techniques are great for stylish combos, while others can vastly increase your offensive power.

EVASION

First, we'll cover some techniques that can be used to make dealing with enemy attacks and hazards much easier.

Deflect Projectiles

It is possible to physically strike projectile attacks back at the attacker while Witch Time is active. Activate Witch Time via an Evade of the 1st shot against any enemy that fires projectiles in rapid succession, and then strike the 2nd shot with any attack to send it back. →□ 01/02

04.71

Beast Phasing

As the opening frames of an Evade animation are invincible, you are completely safe from damage the moment you activate the Beast Within. While running in Beast form, you can deactivate and reactivate the ability using a quick double-tap of ▢. By performing this command just before running into a hazard, you will sandwich the invincible frames of 2 Evade animations together, and allow Bayonetta to pass through the hazard unharmed.

04.72



Umbran Portal Trick

The opening animation of the Umbran Portal Kick, where Bayonetta draws the dimensional portal with her foot, is entirely invincible. Pressing ▢ at any point during this animation before the dimensional portal is complete will cancel the Umbran Portal Kick into an Evade, which also opens with invincible frames. →□ 04

04.73

The trick is to make your activations and cancels seamless by repeating the Umbran Portal Kick input command. Hold ▢, and then hold ▢ to activate an Umbran Portal Kick just before you take damage. Then, before the portal opening animation ends, hold ▢ to cancel out of the animation, and then hold ▢ to activate another instance of the Umbran Portal Kick. This allows you to phase through any enemy attack while completely immune to damage.

You can only perform up to 4 repetitions of this sequence, as the 5th Evade (Final Evade) will not allow the activation of an Umbran Portal Kick.

Red Hot Note! The unlockable character Jeanne is blessed with unlimited Evades! Without the handicap of Bayonetta's Final Evade, you can use this technique to stay invincible indefinitely.

ADVANCED DODGE OFFSET

It is possible to set up the Wicked Weave strikes of combo strings without executing any attack animation. The best way to learn this is to use Practice mode, which is activated by pressing BACK/SELECT during the Loading screen.

Note that when you press an attack button, the or icon will appear at the bottom of the screen. Just as you press each button, the icon will appear larger than normal before reducing in size. The aim here is to cancel the attack animation with an Evade when the icon is large.

Train yourself by pressing , then Evade in quick succession, and then try the same for . You should see the or icon appear for a split second before changing to . During the Evade you are executing, the combo position is actually being stored. If you press the next attack button of a combo sequence just as Bayonetta finishes the Evade animation, you will execute the next strike of the preset combo sequence.

Let's use , as an example. Set up the opening pair of strikes as , , then press exactly when Bayonetta exits her 2nd Evade animation to unleash the Wicked Weave finish of

the , combo. The full , combo will be displayed at the bottom of the screen when you execute the finishing strike.

Bayonetta can store up to 4 Combo Strikes using this method. Attempting a 5th will execute the Final Evade and reset the combo position. However, the unlockable character Jeanne has no such limitation. As Jeanne can Evade as many times as she likes, you are free to store up any part of any combo you choose.

Red Hot Note! Bear in mind that when playing as Bayonetta, you are still able to hold the attack button of any Combo Strike you are storing up to reset the Evade count.

This technique allows you to cue up powerful strikes from a distance while staying on the move. This is especially useful during the Alfheim Portal challenges you come across as you traverse the game world. When faced with a group of particularly dangerous enemies, equip Shuraba and perform the wide-range Wicked Slice repeatedly from long range.

Beast Within

Holding the attack button of any Combo Strike and then immediately activating Beast Within will allow you to store your combo position for the entire duration of Beast Within. When Beast Within activates, you are even free to release the attack button; the combo position will be stored as long as you keep running.

This is especially useful when you are about to face a particularly formidable challenge. As a pre-emptive strike, try summoning a full set of radial feathers, perform the , preset combo, holding the 4th , and then activate Beast Within. Now you can run towards the imminent battle, face the enemy of your choice and rapidly tap to unleash the Barrage section of the combo while your feathers dish out extra damage.

Umbran Spear

You are also free to store your combo position through an activation of the Umbran Spear. This is great if you're facing a group of smaller Angels. Combined with a powerful Hold function (such as the Shotgun Blasts of the Onyx Roses), you can really make a mess as you flick from enemy to enemy. To perform this technique, treat the Umbran Spear as you would an Evade. Double-tap just after you finish the Combo Strike you want to offset, and then continue from where you left off as soon as the Umbran Spear connects.

You can even store up Combo Strikes in mid-air, and then use the Umbran Spear to flick over to an enemy on the ground to continue the sequence. If, for example, you perform , in the air, you can then execute a single instance of Umbran Spear to fly to an enemy on the ground and then press , to deliver the leg sweeps and Wicked Heel finish. → 05/06/07



Taunt Offset

Finally we have the Taunt Offset, which allows you to hold your current combo position while you Enrage an enemy. Tapping Taunt at the end of each strike of a preset combo will activate the Short Taunt, storing your combo position for the duration of the animation. Pressing the next attack button in the sequence will continue the combo as normal. It is the Long Taunt that proves to be very

useful here; you can Enrage an enemy just before you deliver the powerful finishing strikes of a combo string. Hold Taunt during any preset combo attack animation and Bayonetta will begin her little dance while storing the combo position. As soon as the enemy is Enraged, finish the combo and score big!

Score 04.77

AERIAL COMBO EXTENSION

Jump Cancel

Pressing **X** above or next to an enemy during a Jump will perform the Step-Off. You will execute a completely new Jump using the enemy's body as a platform. The Step-Off counts as a completely fresh Jump, so every time you perform the technique you will be able to Jump again during the same Aerial Combo sequence. As you initially only have 2 Jumps available, you can only apply two stages to an Aerial Combo:

- 1 | Jump 1 will be executed to Jump up after an opponent after a Launcher, or be used up as part of the Launcher itself.
- 2 | After the initial Aerial Combo, you can launch the enemy again while in mid-air and continue the sequence via Jump 2.

After Jump 2 you will not be able to follow the enemy upwards with a Jump unless you reset the Jump Count. This is where the Jump Cancel comes into play. By quickly performing a Step-Off without interrupting the flow of the combo, you will reset the Jump Count and allow the combo to be continued. **01/02/03**

Training Exercise

A good place to practice this trick is to switch the Tutorial ON in the Options menu, and then return to the Vestibule Chapter (preferably on Hard mode). Use the punching bag Affinity provided in the Tutorial as a training dummy. You can Jump Cancel anywhere you like within an Aerial preset combo, but we will use **01/02/03** as it's easy to see what's going on.

Uppercut the Affinity and Jump up after him. Perform a **01/02/03** Aerial Combo, but hit **X** as soon as the 2nd **02** connects and immediately start the combo again. The trick is to hit the **X** button with the underside of your thumb, then hit **03** with the tip of the thumb to restart the combo.

A successful Jump Cancel (as opposed to a double Jump) is signified by a billow of dust appearing around Bayonetta's feet as she Jumps off the enemy. Taking the Jump Cancel into account, let's have a look at how this ability affects an Aerial Combo sequence:

- 1 | Uppercut the enemy to launch it, and then follow it upwards with a Jump (Jump 1).
- 2 | Perform a small sequence of striking attacks, then Uppercut the enemy again and Jump up after him to continue the combo with more strikes (Jump 2).



- 3 | Jump Cancel within this striking sequence and then launch the enemy again with an Uppercut before Jumping up after him to continue the combo (Jump 1!)

Every time you perform the Step-Off, you are entering a completely new Aerial Combo. You can use this technique to increase the height of Aerial Combos to such an extent that the other enemies on the field will not be able to attack while you do your work.

Example Combo

This combo is just one example of the huge range of possibilities the Jump Cancel opens up. Try this sequence on a larger Angel such as the Applaud or Ardor:

- 1 | Launch the enemy and Jump up after him (Jump 1).
→ □ 04
- 2 | Perform a combo to strike, and then launch the enemy again with a Wicked Uppercut and immediately follow him with a Jump (Jump 2). → □ 05
- 3 | Perform a combo, but Jump Cancel directly after the 2nd input, and immediately perform a combo. → □ 06
- 4 | As soon as the 3rd input connects, perform an Uppercut to launch the enemy again, and immediately follow up with an After Burner Kick (Jump 1). → □ 07
- 5 | As soon as you reach the apex of the After Burner Kick, perform a Barrage combo to complete the sequence. → □ 08

Kulshedra: Stairway to Heaven

The whip Kulshedra provides a very easy means of gaining height beyond that of a double Jump. In fact the only limit to the altitude gained is the outer boundary of the game environment.

Against a lightly armoured enemy such as an Affinity or Applaud or a small enemy like the Dear or its Decorations, you can execute the Snare technique in mid-air to drag the creature up to you. From here, you can continue the sequence with a Kulshedra Bitch Slap combo, but instead we're going to concentrate on building height. As soon as you Snare the enemy, press to execute a single Step-Off to Jump off the enemy's body before immediately Snaring the same enemy again. Repeat this process, and you will steadily gain height. This is especially useful during Alheim Portal challenges, where you have to stay off the ground for a certain period of time.

Red Hot Tip! Equip a weapon on your Feet that has no Step Effect to minimise damage while practising. Ensure the command is one smooth motion from to . While you are free to double Jump off the enemy each time, the ultimate aim is to eliminate the Jump animation as much as possible to make it even more effective during Aerial Combos.

Once you've got the hang of this, the next obvious step would be to incorporate it into Aerial Combos. What you're aiming for is to perfect the input command to the extent that you perform a Jump Cancel and begin a new combo string as soon as the enemy has been dragged back into position. This will allow you to perform a fresh Aerial Combo on each enemy in turn and all within the same Aerial Combo sequence.

Each time you Snare a new enemy the most important aspect of this sequence is the Jump Cancel command itself. As soon as the enemy is dragged into position, press Left trigger/ button to switch Weapon Set, and press to in one smooth motion.





Umbran Spear

A great way of saving your Jumps is to use the Umbran Spear to quickly fly into position without the need to use up a Jump. After any aerial Launcher, double-tap Δ to immediately zip up to your targeted enemy, where you can continue the beating with a fresh Jump $\rightarrow$ 01/02. With the Umbran Spear you are even able to pursue an enemy that has been blasted away from you by a Wicked Weave during an Aerial Combo; double-tap Δ after such an attack to quickly zap over and continue the punishment.

Red Hot Tip! To successfully connect the Cyclone Feathers in mid-air, double-tap Δ , and then hold Δ to summon the feathers during any Aerial Launcher. Now activate the Umbran Spear to revert to human form and continue the combo.

Score: 04.01

Score: 04.02

WICKED TRICKERY

Shotgun Trap

The ever-reliable Onyx Roses provide a highly effective way of quickly ramping up the Combo Multiplier. Perform the Aerial Bullet Spin Δ in a similar way to the Durga Element Change Jump Cancel: spin the Left Stick once, and then input Δ to Δ in one smooth motion. This will execute the attack very close to the ground. Hold Δ to ensure Bayonetta fires the guns as she spins.

Score: 04.04

Score: 04.05

Durga Element Change Jump Cancel

At any point where you can safely Jump Cancel to reset the Jump Count, there is another neat little trick you can employ. The Durga Element Change Δ in its standard form is not very useful during Aerial Combos, as Bayonetta falls to the floor immediately upon activation. To change this, we'll combine the Jump Cancel and the Element Change to form a single attack.

Score: 04.03

Perform the Element Change by first using Δ , and then hit Δ and Δ in one smooth sequential motion. The Δ to Δ button inputs should be identical to performing the After Burner Kick (Rising). Activating the Element Change in this way adds an extremely useful upward bounce, and its effectiveness during Aerial Combos will become apparent as soon as you try it! Once you've got the hang of the input command, take it for a test run against a larger Angel such as an Applaud or Ardor. As soon as you get to the point where you want to perform a Jump Cancel, start and end the Δ motion directly towards the opponent, then slide your thumb from Δ to Δ . This will execute an upward bouncing Element Change, which will reset the Jump Count as it strikes! $\rightarrow$ 03

Durga Lightning Heel

Durga in Lightning mode's Wicked Weaves have a much lower attack power than other types of Wicked Weave. You can therefore use them during Aerial Combos without blasting the enemy away with the strike. The Heel Stomp with Durga Lightning mode equipped to Feet is a brilliant way of resetting the Score Reduction during an Aerial Combo without losing your target. Connect this at any point when Bayonetta and her target are level (during a punch or kick Barrage for instance) then continue the combo as you see fit.

Score: 04.03



The best situation in which to use this attack is upon activating Witch Time against an enemy type that will not be blasted away by the spinning strikes of this attack. We'll use Joy as an example.

Aim to activate Witch Time when a group of Joy Angels form a tight group. Get right into the heart of the group and perform the Shotgun Trap so that it connects against all Joes at once. The Joes will be held in place as they soak up a huge number of kicks (all exempt from Score Reduction) as well as every Shotgun blast

Bayonetta fires during the technique. Just one execution of this technique is usually enough to boost the Combo Multiplier to the point where you can back away and attack from a safe distance and still score enough points to make the grade.

Durga Element Change Trap

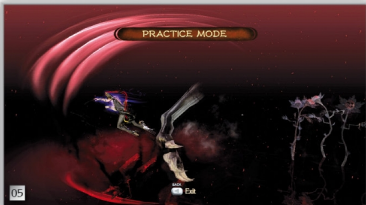
This is a way of keeping fast and troublesome enemies (e.g. Grace & Glory/Gracious & Glorious) under control as you build up your Magic Gauge. Best employed during the Stagger animation directly after scoring a Parry, attack with a continuous repetition of the Element Change. The key to this is timing; input each Element Change command on the 6th attack sound effect of each

04.05.06

instance; this will eliminate the gap between each Element Change and keep the enemy trapped.

Beast Offset

Now let's take the Beast Within technique to its ultimate level! As you have now gathered, it is possible to store your combo position into and out of a Beast Within transition. We have



explored using Beast Within to hold a combo position as you run to a different position on the field in order to effectively deal the finishing strike of a combo. This time, we'll turn it up a notch or two by activating a Beast Within transition on each and every strike of a combo sequence in order to keep running while queuing up Wicked Weave attacks.

04.05.06

Step 1: First of all let's look at the button command itself. This technique is best thought of as an extension of the existing Advanced Dodge Offset style of attack execution. However instead of a single dodge between each attack button input you are now going to double-tap  after each attack input in order to activate Beast Within. The exact button command is   or   – aim to execute the double-tap of  in order to cancel the attack animation of the current strike.

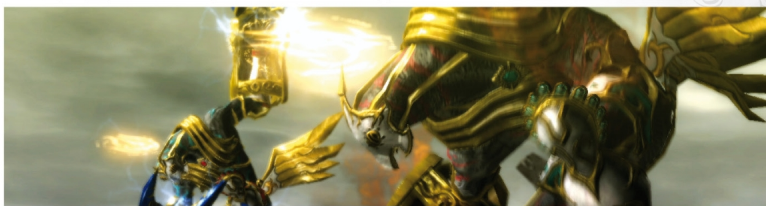
Step 2: Enter the Practice Mode of the game's loading screen, make sure you have some Magic charged so you are able to activate the Catfight Claw. Train your fingers by performing   and   repeatedly with the left stick neutral, the double-tap of  must cancel the attack animation into an evade while you keep the current attack button held down. Next try it while holding a direction on the left stick to enable the Beast Within activation. Train by repeating single instances of this technique, first  , then   – each time you get it right you should see an instant activation of the Catfight Claw as Bayonetta activates Beast Within.

Step 3: Keeping the attack button held upon activating the Catfight Claw into Beast Within will store your combo position during Beast Within until the next attack button is pushed. For this exercise we will use the basic   combo to activate a Wicked Slice; hold  and then immediately activate Beast Within, keep  held to store your combo position. Now while running in Beast form, hold  and then immediately double-tap  to activate another Catfight Claw to Beast Within transition while storing the  input of the combo. Finally press  to de-activate Beast Within, perform a Catfight Claw and complete the   combo with a Wicked Slice.

Red HotTip! The trick here is to keep the attack button held down and leave no input gap between releasing the current attack button and holding the next.

Step 4: Once you are accustomed to the command inputs of Step 3, try speeding things up and you'll eventually perform an endless loop of   Wicked Slice activations →   04/05/06. To achieve this you need to cancel out of the Wicked Slice animation with a Beast Within activation, from here continue into a fresh   Beast Offset combo to activate another Wicked Slice and so on. Keep in mind that the Beast Within activation after the Wicked Slice is 'blank' (it's purpose is purely to cancel the Wicked Slice animation), ensure you repeat the   combo from this position and not directly after the Wicked Slice.

Red HotTip! Of course you are not limited to the simple   combo when using the Beast Offset, experiment with any and all weapons and combo strings to find out what works best for you.



Weapon Switching

Press the Left trigger/L2 button at any point during combat to switch between 2 different Weapon Sets. These are labelled Set A and Set B →□ 01 and each one allows a pair of weapons to be equipped: one to the Hands and another to the Feet. To change your Weapon setup, enter the Equip menu. All the weapons in your possession will be displayed in a circle. Move the Left Stick up or down to scroll the circular menu. Note how the Hands and Feet symbols for Set A and Set B glow red when certain weapons are highlighted →□ 02. This signifies the limbs each weapon can be equipped to. A sword, for example, can only be equipped to Hands, and a set of ice skates can only be worn on the Feet.

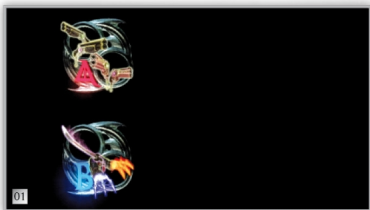
During combat, the act of switching between Weapon Sets will stop the current combo string and start a new one. Make sure you finish the striking attack string you are performing before switching over, or you will lose your combo position. There is one exception to this rule: Barrage attacks! Please refer to Barrage Switching in the Advanced Melée Techniques section for more details on this.

Weapon Combining

Both Weapon Set A and Set B allow for a different weapon to be equipped to either Hands or Feet. The weapon residing in the Hands slot of your current set will take over all ⬇ inputs of your attack commands and preset combos, while all the ⬆ inputs will be performed by the weapon you have assigned to the Feet. Bayonetta's combo system with all weapons is based on the basic combo chart shared by the handgun, Scarborough Fair and Onyx Roses weapons. Weapons that have their own unique combos are overlaid on top of the basic chart, so that they either replace or extend existing strings. Because of this, for all weapons that can only be equipped to one set of limbs, we will only display the techniques unique to that weapon.

Production Versions

The Production Versions are reproductions of the legendary weapons crafted by Rodin. In the case of weapons that can be used on both Hands and Feet (Durga for example), finding the Angelic Hymn LP and giving it to Rodin will result in only one set of the weapon being created. If you want to equip this weapon to both Hands and Feet at the same time, you will have to pay Rodin to create an additional set. →□ 03





SCARBOROUGH FAIR

Crafted by the famed weaponsmith Rodin, these 4 guns have been crowned with the names Parsley, Sage, Rosemary and Thyme. Pushing Bayonetta's Magic to its limits, the firing rate and stopping power of these guns are incredible.

Scarborough Fair Scoring	
Attack Type	Combo Points
Striking Attacks	10
Barrage Attacks	2
Bullet Attacks	1

Score Reduction Penalty	
Strike Number	Combo Points
1 to 5	10
6	8
7	6
8	4
9	2
10 and onwards	1

Weapon Data

Angelic Hymn	-
Production Version	-
Equip Type	All
Weapon Type	Firearm

Wicked Weaves

Wicked Punch	Blast
Wicked Heel	Blast
Wicked Uppercut	Launcher
Wicked Punt	Launcher
Wicked Pound	Launcher
Wicked Stomp	Knockdown

Scarborough Fair Attacks

Technique	Command	Attack Effect	Damage
2-hit Combo to Wicked Punch	☞☞☞	Blast	80, 200, 600
Punch to Uppercut	☞☞☞	Launcher	80, 100
Punch to Kickflip/Death Spin	☞☞☞☞☞	Launcher	80, 200 x 2 / 200 x 2, 25 x multi-hit
Stomp to Wicked Uppercut	☞☞☞☞	Knockdown, Launcher	80, 200, 600
Stomp to Wicked Stomp to Wicked Heel	☞☞☞☞☞	Knockdown, Blast	80, 200, 800, 800
Stomp to Wicked Stomp to Uppercut	☞☞☞☞☞☞	Knockdown, Launcher	80, 200, 800, 100
Stomp to Wicked Stomp to Wicked Punt*	☞☞☞☞☞☞☞	Knockdown, Launcher	80, 200, 800, 600 / 600 + 25 x multi-hit
Stomp to Wicked Punt*	☞☞☞☞☞☞☞	Knockdown, Launcher	80, 200, 600 / 600 + 25 x multi-hit
2-hit Combo to Wicked Pound	☞☞☞☞	Launcher	80, 800
2-hit Combo to Wicked Heel	☞☞☞☞	Blast	80, 80, 800
Sweeps to Wicked Heel	☞☞☞☞☞☞☞	Trip, Blast	80, 80, 80, 200, 200, 1,200
Sweep to Wicked Uppercut	☞☞☞☞☞☞	Trip, Launcher	80, 80, 200, 600
Sweeps to Wicked Uppercut	☞☞☞☞☞☞☞☞	Trip, Launcher	80, 80, 200, 200, 600
3-hit Combo to Wicked Uppercut	☞☞☞☞☞☞	Launcher	80, 80, 80, 600
Quick Kick Flurry to Wicked Heel	☞☞☞☞☞☞☞	Barrage, Blast	80, 80, 80, 40 x multi-hit, 800
Kick Flurry to Wicked Heel	☞☞☞☞☞☞☞	Barrage, Blast	80, 80, 80, 40 x multi-hit, 800
Punch Flurry to Wicked Punch	☞☞☞☞☞☞☞☞	Barrage, Blast	80, 80, 80, 20 x multi-hit, 800
Punch Flurry to Wicked Stomp	☞☞☞☞☞☞☞☞☞	Barrage, Knockdown	80, 80, 80, 20 x multi-hit, 800, 800
4-hit Combo to Wicked Pound	☞☞☞☞☞☞☞	Launcher	80, 80, 80, 800
Triple Kick Combo	☞☞☞☞☞☞	Stagger	200, 200, 150 x 2 / 150, 50 x multi-hit, 150
Double Kick to Wicked Uppercut	☞☞☞☞☞☞	Stagger, Launcher	200, 200, 600
Kick to Uppercut	☞☞☞☞☞☞	Stagger, Launcher	200, 100
Bullet Climax (Hands)	☞☞☞☞☞☞	None	40 x multi-hit**
Bullet Climax (Feet)	☞☞☞☞☞☞	None	40 x multi-hit**
Uppercut	☞☞☞☞☞☞	Launcher	100
Kickflip/Death Spin	☞☞☞☞☞☞☞☞	Launcher	200 x 2 / 200 x 2, 25 x multi-hit
Aerial Stomp to Wicked Uppercut	air☞☞☞☞☞☞	Knockdown, Launcher	80, 80, 200, 600
Aerial Sweep to Wicked Uppercut	air☞☞☞☞☞☞☞	Trip, Launcher	80, 80, 200, 600
Aerial Sweeps to Wicked Heel	air☞☞☞☞☞☞☞☞	Trip, Blast	80, 80, 80, 200, 200, 1,200
Aerial Quick Kick Flurry	air☞☞☞☞☞☞☞☞	Barrage	80, 80, 80, 50 x multi-hit, 800
Aerial Kick Flurry	air☞☞☞☞☞☞☞☞	Barrage	80, 80, 80, 50 x multi-hit, 800
Aerial Punch Flurry	air☞☞☞☞☞☞☞☞☞	Barrage	80, 80, 80, 20 x multi-hit, 800
Aerial Punch Flurry to Wicked Stomp	air☞☞☞☞☞☞☞☞☞☞	Barrage, Knockdown	80, 80, 80, 20 x multi-hit, 800, 800
Overhead Dive Kick	air☞☞☞☞☞☞☞☞	Knockdown	200 (initial), 200 (during fall), 300 (landing point)
Aerial Bullet Climax (Hands)	air☞☞☞☞☞☞☞☞	None	40 x multi-hit
Aerial Bullet Spin (Feet)	air☞☞☞☞☞☞☞☞	Blast	50 x multi-hit
Aerial Uppercut	air☞☞☞☞☞☞☞☞	Launcher	100
Aerial Kickflip/Death Spin	air☞☞☞☞☞☞☞☞☞☞	Launcher	200 x 2 / 200 x 2, 25 x multi-hit

*Hold ☞ to activate Death Spin **Gunshot damage will reduce as distance increases

Hold Function: Rapid Fire

Hold Function Data			
Technique	Command	Damage	Combo Points
Rapid Fire	Hold  or  during execution of any attack	40*x multi-hit	1 per hit
Evade while firing	Press  while holding  or 	40*x multi-hit	1 per hit

*Damage reduces as the distance increases.

Rapid Fire Data	
Firing Rate	11 rounds per second



Scarborough Fair: Technique Effects

Technique	Added Effect
Evade	Rapid Fire
Step Effect	Fires a short burst from Feet
Perfect Parry	Headbutt
Stiletto	Hold  for Rapid Fire
Heel Slide	Hold  for Rapid Fire
After Burner Kick (Rising)	Hold  for Rapid Fire
After Burner Kick (Diving)	None
Tetsuzanko	Wicked Punch*, Hold  for Rapid Fire
Heel Stomp	Wicked Stomp*, Hold  for Rapid Fire
Witch Twist	Wicked Uppercut*, Automatic Rapid Fire
Umbran Portal Kick	Wicked Stomp*, Automatic Rapid Fire
Breakdance	Automatic Rapid Fire

*Requires 3 Magic Orbs

Perfect Parry Data		
Technique	Damage	Combo Points
Headbutt	1,000	10 (striking), 5 (special)

Perfect Parry: Headbutt

Upon scoring a Perfect Parry, Bayonetta will deliver an almighty Headbutt to send the enemy flying. →□ 01

ONYX ROSES

These Shotguns contain the souls of fairies known to collect the Onyx Roses that bloom only in Inferno. Each shell fired from the guns contains the curse of the fairies' trapped souls.



Weapon Data

Angelic Hymn	Trois Marches Militaires Chapter I: Verse 4
Production Version	Onyx Roses Alt. 69,800 Halos
Equip Type	All
Weapon Type	Firearm
Wicked Weaves	
Wicked Punch	Blast
Wicked Heel	Blast
Wicked Uppercut	Launcher
Wicked Punt	Launcher
Wicked Pound	Launcher
Wicked Stomp	Knockdown

Onyx Roses Scoring

Onyx Roses Scoring	
Attack Type	Combo Points
Striking Attacks	10
Barrage Attacks	2
Shotgun Attacks	10*

*Reduces according to distance

Score Reduction Penalty	
Strike Number	Combo Points
1 to 5	10
6	8
7	6
8	4
9	2
10 and onwards	1

Shotgun Blasts

The score awarded for Shotgun Blasts is based on proximity. Connecting a Shotgun Blast at close range will award 10 Combo Points per shot. Any damage inflicted by the shock wave of each blast or fired from a distance will award 1 Combo Point per hit.

Onyx Roses Attacks

Technique	Command	Attack Effect	Damage
2-hit Combo to Wicked Punch	☛☛☛	Blast	80, 200, 600
Punch to Uppercut	☛☛	Launcher	80, 100
Punch to Kickflip/Death Spin	☛☛☛☛☛	Launcher, Barrage	80, 200 x 2 / 200 x 2, 25 x multi-hit
Stomp to Wicked Uppercut	☛☛☛☛	Knockdown, Launcher	80, 80, 200, 600
Stomp to Wicked Stomp to Wicked Heel	☛☛☛☛☛	Knockdown, Blast	80, 80, 200, 800, 800
Stomp to Wicked Stomp to Uppercut	☛☛☛☛☛☛	Knockdown, Launcher	80, 80, 200, 800, 100
Stomp to Wicked Stomp to Wicked Punt*	☛☛☛☛☛☛	Knockdown, Launcher	80, 200, 800, 600 / 600 + 25 x multi-hit
Stomp to Wicked Punt*	☛☛☛☛☛☛	Knockdown, Launcher	80, 200, 600 / 600 + 25 x multi-hit
2-hit Combo to Wicked Pound	☛☛☛	Launcher	80, 80, 800
2-hit Combo to Wicked Heel	☛☛☛	Blast	80, 80, 800
Sweeps to Wicked Heel	☛☛☛☛☛☛	Trip, Blast	60, 80, 80, 200, 200, 1,200
Sweep to Wicked Uppercut	☛☛☛☛☛	Trip, Launcher	80, 80, 80, 200, 600
Sweeps to Wicked Uppercut	☛☛☛☛☛☛☛☛	Trip, Launcher	80, 80, 80, 200, 200, 600
3 hit Combo to Wicked Uppercut	☛☛☛☛	Launcher	80, 80, 80, 600
Quick Kick Flurry to Wicked Heel	☛☛☛☛☛☛	Barrage, Blast	80, 80, 80, 40 x multi-hit, 800
Kick Flurry to Wicked Heel	☛☛☛☛☛☛	Barrage, Blast	80, 80, 80, 40 x multi-hit, 800
Punch Flurry to Wicked Punch	☛☛☛☛☛☛☛☛	Barrage, Blast	80, 80, 80, 80, 20 x multi-hit, 800
Punch Flurry to Wicked Stomp	☛☛☛☛☛☛☛☛	Barrage, Knockdown	80, 80, 80, 80, 20 x multi-hit, 800, 800
4-hit Combo to Wicked Pound	☛☛☛☛☛	Launcher	80, 80, 80, 800
Triple Kick Combo	☛☛☛☛☛	Stagger	200, 200, 150 x 2 / 150, 50 x multi-hit, 150
Double Kick to Wicked Uppercut	☛☛☛☛	Stagger, Launcher	200, 200, 600
Kick to Uppercut	☛☛☛	Stagger, Launcher	200, 100
Bullet Climax (Hands)	☛☛☛	None	290 x multi-hit**
Bullet Climax (Feet)	☛☛☛	None	290 x multi-hit**
Uppercut	☛☛☛☛	Launcher	100
Kickflip/Death Spin	☛☛☛☛☛☛	Launcher, Barrage	200 x 2 / 200 x 2, 25 x multi-hit
Aerial Stomp to Wicked Uppercut	air☛☛☛☛	Knockdown, Launcher	80, 80, 200, 600
Aerial Sweep to Wicked Uppercut	air☛☛☛☛☛	Trip, Launcher	80, 80, 80, 200, 600
Aerial Sweeps to Wicked Heel	air☛☛☛☛☛☛	Trip, Blast	80, 80, 80, 200, 200, 1,200
Aerial Quick Kick Flurry to Wicked Heel	air☛☛☛☛☛☛	Barrage, Blast	80, 80, 80, 50 x multi-hit, 800
Aerial Kick Flurry to Wicked Heel	air☛☛☛☛☛☛	Barrage, Blast	80, 80, 80, 50 x multi-hit, 800
Aerial Punch Flurry to Wicked Punch	air☛☛☛☛☛☛☛☛	Barrage, Blast	80, 80, 80, 80, 20 x multi-hit, 800
Aerial Punch Flurry to Wicked Stomp	air☛☛☛☛☛☛☛☛	Barrage, Knockdown	80, 80, 80, 80, 20 x multi-hit, 800, 800
Overhead Dive Kick	air☛☛	Knockdown	200, 200, 300
Aerial Bullet Climax (Hands)	air☛☛☛☛	None	290 x multi-hit
Aerial Bullet Spin (Feet)	air☛☛☛☛	Blast	50 x multi-hit
Aerial Uppercut	air☛☛☛☛☛	Launcher	100
Aerial Kickflip/Death Spin	air☛☛☛☛☛☛☛☛	Launcher, Barrage	200 x 2 / 200 x 2, 25 x multi-hit

*Hold ☛ to activate Death Spin

**Gunshot damage will reduce as distance increases

Hold Function: Shotgun Blast

Hold Function Data			
Technique	Command	Damage	Combo Points
Shotgun Blast	Hold ☛ or ☛ upon executing an attack	290	10

*Damage massively reduces at long distance



Holding the attack button on any striking attack dealt with Onyx Roses equipped will rattle your opponent with a powerful Shotgun Blast → 01. This Hold Function is best used within close

proximity of the opponent. From a distance, the Shotgun Blasts are inaccurate and low on attack power, but get in close and they really pack a punch! This ability makes the Onyx Roses a beautifully balanced weapon. They can prove indispensable against normal enemies and bosses alike.

Onyx Roses: Technique Effects

Technique	Added Effect
Evade	None
Stop Effect	Fires Shotgun Blasts from Feet
Perfect Parry	Headbutt (see Scarborough Fair)
Stiletto	Hold ☛ to fire Shotgun Blast
Heel Slide	Hold ☛ to fire up to 3 Shotgun Blasts
After Burner Kick (Rising)	Hold ☛ to fire up to 2 Shotgun Blasts
After Burner Kick (Diving)	None
Tetsuzanko	Wicked Punch*, Hold ☛ to fire a pair of Shotgun Blasts
Heel Stomp	Wicked Stomp*, Hold ☛ to fire 1 Shotgun Blast
Twist Twist	Wicked Uppercut*, Automatically fires 4 Shotgun Blasts
Umbran Portal Kick	Wicked Stomp*, Automatically fires 3 Shotgun Blasts
Breakeance	Automatically fires 10 Shotgun Blasts

*Requires 3 Magic Orbs

SHURABA

A living katana, pulsing with the heart of Asura, the demon god of war. Always seeking blood, the blade will even suck out the very souls of its victims.

Weapon Data

Angelic Hymn	Quasi una Fantasia Chapter II: Verse 7
Production Version	-
Equip Type	Hands
Weapon Type	Striking
Wicked Weaves	
Wicked Slice	Stagger, Blast
Wicked Slash	Knockdown
Wicked Rising Slash	Launcher
Wicked Stab	Blast

Shuraba Scoring

Shuraba Scoring

Attack Type	Combo Points
Striking Attacks	20
Barrage Attacks	2
Wicked Weaves	30, 45, 60*

*Points awarded increase for each additional enemy struck by the Wicked Weave.

Score Reduction Penalty

Strike Number	Combo Points
1 to 5	20
6	16
7	12
8	8
9	4
10 and onwards	1

Wicked Weaves

The sword-type Wicked Weave associated with Shuraba is capable of striking a target (or a group of targets) more than once. The initial hit scores 30 Combo Points, and the points awarded will increase by 15 for each subsequent enemy caught in the slice up to a maximum enemy value of 60.

Shuraba Attacks

Technique	Command	Attack Effect	Damage
4-hit Katana Combo	⚔️⚔️⚔️⚔️	None	250, 250, 250, 250
2-hit Combo to Wicked Slice	⚔️⚔️	Stagger, Blast	250, X*, 1,200
Slash to Uppercut	⚔️⚔️	Launcher	250, 250
Flashing Blade to Wicked Stab	⚔️⚔️⚔️⚔️	Blast	250, 250, 150 x 3, 150 x 3, 1,200
Flashing Blade to Uppercut	⚔️⚔️⚔️⚔️	Launcher	250, 250, 150 x 3, 150 x 3, 250
Quick Flashing Blade to Uppercut	⚔️⚔️⚔️⚔️	Launcher	250, 250, 150 x 3, 250
Spin Slash Combo	⚔️⚔️⚔️	Stagger, Blast	250, 250, 250, 400, 400
Katana Flurry to Wicked Stab/Slash	⚔️⚔️⚔️⚔️⚔️	Barrage, Blast, Knockdown	250, 250, 250, 250, 100 + 50 x multi-hit, 1,200**
Katana Flurry to Wicked Stomp	⚔️⚔️⚔️⚔️⚔️	Barrage, Knockdown	250, 250, 250, 250, 100 + 50 x multi-hit, 1,200, 800***
4-hit Katana Combo to Uppercut	⚔️⚔️⚔️⚔️	Launcher	250, 250, 250, 250, 250
Spinning Slice	⚔️⚔️	Barrage	100 x multi-hit
Uppercut/Rising Dragon	⚔️⚔️⚔️	Launcher	250
Aerial Flashing Blade to Wicked Stab	air⚔️⚔️⚔️⚔️	Blast	250, 250, 150 x 3, 150 x 3, 1,200
Aerial Spin Slash Combo	air⚔️⚔️⚔️	Blast	250, 250, 250, 500, 400
Aerial Katana Flurry to Wicked Stab/Slash	air⚔️⚔️⚔️⚔️⚔️	Barrage, Blast, Knockdown	250, 250, 250, 250, 100 + 50 x multi-hit, 1,200**
Aerial Katana Flurry to Wicked Heel	air⚔️⚔️⚔️⚔️⚔️	Barrage, Knockdown	250, 250, 250, 250, 100 + 50 x multi-hit, 1,200, 800***
Aerial Spinning Slice	air⚔️⚔️	Barrage	100 x multi-hit
Aerial Uppercut/Rising Dragon	air⚔️⚔️⚔️	Launcher	250
Helm Breaker	air⚔️	Knockdown	Variable (See Hold Function)
Half-Moon Ray/Full Moon Ray	Hold ⚔️	None	30 x 2 (Half-Moon Ray), 2,500 (Full Moon Ray)

*X damage value is determined by the weapon currently equipped to Bayonetta's feet.

**If triggered fast enough, the last damage value becomes 100, 100, 1,200.

***If triggered fast enough, the last two damage values become 100, 100, 1,200, 800.



4-hit Katana Combo ㊄㊄㊄㊄

Shuraba's basic combo string is a lightning quick series of katana slashes. This combo sequence can lead into Bayonetta's full range of Barrage attacks.

2-hit Combo to Wicked Slice ㊄㊄

This simple 3-hit combo is absolutely devastating if combined with the Advanced Dodge Offset technique detailed in the Advanced Melée Techniques section. The good part is the Wicked Slice finishing strike; this attack is very powerful and capable of striking a wide area; perfect for attacking a whole group of enemies at once! →□ 01

Slash to Uppercut ㊄㊄

As with the handgun-style weapons, adding an input delay after the opening ㊄ strike will activate an instant Uppercut. As this technique does not activate a Wicked Weave, it will only launch lightweight enemies.

Flashing Blade to Wicked Stab ㊄㊄㊄㊄

The Flashing Blades are a pair of rapid striking 3-hit katana combos, not quite up to the speed of a Barrage attack, but still very effective. The input delay is very slight; pause when you see Bayonetta hold the katana overhead after the 2nd slash before continuing the combo with ㊄.

Flashing Blade to Uppercut ㊄㊄㊄㊄

Leave a slight input delay after the 2nd set of Flashing Blades to modify the combo into a Launcher.

Quick Flashing Blade to Uppercut ㊄㊄㊄㊄

A shorter version of the Flashing Blade sequence. Use this version when facing an opponent capable of Parrying your combo string. Fewer opening strikes means there's less chance of a Parry occurring.

Spin Slash Combo ㊄㊄㊄㊄

The Wicked Slice finish of this technique is very useful for mowing down a large group of enemies. Add an input delay between the 3rd and 4th ㊄ presses (the exact moment Bayonetta begins to relax after the 3rd slash) to execute an effective Spinning Slash.

Katana Flurry to Wicked Stab/Slash ㊄㊄㊄㊄/㊄

The ㊄ input Flurry attacks with Shuraba work in exactly the same way as weapons such as Scarborough Fair or the Onyx Roses. However, in this case you have access to 2 completely different Wicked Weave finishers, depending on how you input the combo command. If you perform a ㊄㊄㊄㊄ input without rapidly tapping ㊄ once the Katana Flurry animation begins, the technique will finish with a Wicked Stab →□ 02. Rapidly tapping ㊄ for the duration of the Flurry animation will end the sequence with a Wicked Slash instead. →□ 03

Red Hot Tip! You can still extend the Wicked Slash version of this technique by rapidly tapping ㊄ during the initial Flurry animation – but ensure you stop tapping halfway through the Flurry sequence, or you will activate the Wicked Slash version.



Katana Flurry to Wicked Stomp

Just as it was possible with the firearm weapons previously covered, with Shuraba you can activate a Wicked Stomp finishing strike at any point during the Barrage section of this combo, or directly after the finishing strike.

4-hit Katana Combo to Uppercut

Add an input delay after the 4th strike of the 4-hit Katana Combo to tag an Uppercut to the end of the sequence. Time your press to coincide with the exact moment Bayonetta begins to relax into her stance after throwing the 4th sword slash. Hold upon execution of this Uppercut to modify it into a Rising Dragon.

Spinning Slice

The Spinning Slice is a quick and easy way to access a Barrage-type attack, and is most useful when surrounded. The limited striking range is offset by the fact that the rapid striking rate of this attack will make it difficult for enemies around you to stage an attack once caught.

Uppercut/Rising Dragon

Bayonetta is capable of 2 different types of Launcher with Shuraba equipped. Pressing upon execution of any Uppercut strike, either within a preset combo or as a standalone attack, will execute a standard Uppercut $\rightarrow$ 04. Holding upon execution will modify the strike into the Rising Dragon technique which will cause Bayonetta to automatically Jump up alongside the opponent struck by the technique. $\rightarrow$ 05

Helm Breaker

Helm Breaker Data				
Charge Level	Activation Time	1st hit Damage	2nd hit Damage	3rd hit Damage
Level 1	Instant	250	125	62.5
Level 2	1.21 seconds (73 frames)	500	250	125
Level 3	2.21 seconds (133 frames)	1,000	500	250

Helm Breaker is a powerful overhead strike which can be used to rain death upon ground-based opponents as you Jump over them. Hold while in the air to have Bayonetta prepare the slash. There are 3 power levels available:

- ◆ **Level 1:** Release immediately upon activating the ready position.
- ◆ **Level 2:** Release upon or after the first flash of light emitted while Bayonetta readies the attack.
- ◆ **Level 3:** Release upon or after the 2nd flash of light.



While in the ready position, Bayonetta will float in place. Pushing the Left Stick in any direction while she is in this state will aim the attack accordingly.

Red Hot Note! Bayonetta will only float in place for 3.78 seconds (227 frames) after the Level 3 charge completes. The Combo Timer will be Frozen during the entire charging sequence.

Half-Moon Ray/Full Moon Ray

Simply stand still and hold . Bayonetta will draw a dimensional gate with the sword before slashing out a huge Beam attack $\rightarrow$ 06/07! During this initial charging animation, you are free to release and push the Left Stick gently in any direction to aim the attack.

Red Hot Note! Ensure you only push the Left Stick gently when aiming this attack. If you push any further than the Stick position which usually activates walking, the attack will cancel.

Half-Moon Ray/Full Moon Ray Activation		
Attack Level	Charge Duration	Damage
Half-Moon Ray	2.61 seconds (157 frames)	30 x 2
Full Moon Ray	3.78 seconds (227 frames)	2,500

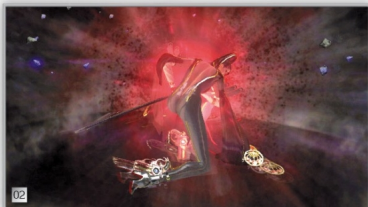
There are 2 power levels available. If you press upon or after the flash emitted when half of the dimensional gate is drawn, you will activate a Level 1 Half-Moon Ray/Full Moon Ray, which fires a single pulse of energy. Conversely, if you allow the entire circle to complete (signified by a 2nd flash of light) then hitting will unleash the full power of the technique and execute a Beam attack.

Red Hot Note! The Combo Timer will be Frozen for the entire duration of the Half-Moon Ray/Full Moon Ray Slash preparation animation sequence!

Hold Function: Katana lai-Jutsu

Shuraba Hold Function Data		
Technique	Command	Combo Points
Katana lai-Jutsu	Hold upon executing any Combo Strike	20

Katana lai-Jutsu Data		
Charge Level	Activation Time	Damage
Level 1	Instant	250
Level 2	1 second (60 frames)	1,000
Level 3	2 seconds (120 frames)	2,000



Hold during any combo attack and Bayonetta will sheathe the sword as she gathers power. Like the Helm Breaker, there are 3 levels of power available for this attack, which are accessed in exactly the same way → 01/02/03. Upon execution, Bayonetta will perform a draw slash which will slice across a huge area and leave her ready to strike immediately afterwards.

The Katana lai-Jutsu can also be combined with the Dodge Offset System. Hold to activate the lai-Jutsu upon execution of any Combo Strike, and your position will be stored. From here, you are able to Evade as normal while still retaining your combo position. When you are ready to strike, release to activate the draw slash technique and then continue your combo as normal. Note that a Final Evade will cancel the lai-Jutsu.

A great feature of the Katana lai-Jutsu is that it freezes the Combo Timer. This means you are able to store a combo position at any point and have as much time as you need to move to another position or wait for another attack opportunity. If, for example, you have to wait while a boss finishes an animation sequence before you can attack it again, Freeze the Combo Timer with the lai-Jutsu until the opportunity to attack presents itself again.

Red Hot Note! After performing an lai-Jutsu, the input window for continuing the preset combo from the Held position is increased to 1.8 seconds (108 frames).

Shuraba: Special Technique Effects

Special Technique	Added Effect
Evade	None
Perfect Parry	Activates Perfect lai-Jutsu
Stiletto	Activates Umbran Stinger
Tetsuzanko	Wicked Slice*
Witch Twist	Wicked Rising Slash*

*Requires 3 Magic Orbs

Tetsuzanko

With Shuraba equipped, the Tetsuzanko technique will summon an instant Wicked Slice at the cost of 3 Magic Orbs. This is an extremely powerful tool to use against the bosses, as repeated Wicked Slice activations from a distance will cause great damage!

Perfect Parry Data		
Technique	Damage	Combo Points
Perfect lai-Jutsu	1,500	20 (Striking), 5 (Special)

Perfect lai-Jutsu

The most powerful Perfect Parry counter-attack is the Perfect lai-Jutsu; a very useful technique if you're looking to blaze through a battle in record time. → 04

Umbran Stinger Data			
Technique	Command	Damage	Combo Points
Umbran Stinger		100, 400	20
Aerial Umbran Stinger	air	100, 400	20

Umbran Stinger

Equipping Shuraba changes the Stiletto attack into a dashing sword stab capable of striking an opponent twice upon execution → 05. As the dashing section of this attack is so quick, it is useful to use the Umbran Stinger as a way of moving faster than Bayonetta's standard running speed before you obtain the Beast Within ability.

KULSHEDRA



A possessed whip, sealing away the soul of the ancient serpentine demon Kulshedra. Summoning the power of the demon from a portal on the weapon's hilt, it can be used in the same way as a normal whip.

Weapon Data

Angelic Hymn	Fantaisie-Impromptu Chapter III
Production Version	—
Equip Type	Hands
Weapon Type	Striking
Wicked Weaves	
Wicked Slap	Blast

Kulshedra Scoring

Attack Type	Combo Points
Striking Attacks	10
Barrage Attacks	2
Cowgirl Spin Attacks	20, 50

Strike Number	Combo Points
1 to 5	10
6	8
7	6
8	4
9	2
10 and onwards	1

Cowgirl Spin

Swinging an enemy around with the Cowgirl Spin technique will award 20 'Special' Combo Points each time it is slammed into its comrades, and then 50 points when thrown at them.

Kulshedra Attacks

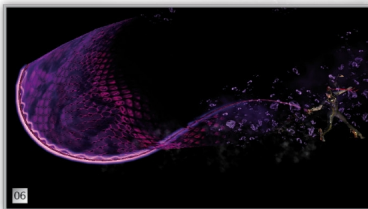
Technique	Command	Attack Effect	Damage
3-hit Thrash Combo	☞☞☞	None	100 x 2, 100 x 2, 100 x 2
Thrash to Uppercut	☞☞☞	Launcher	100 x 2, 100 x 2
Call Me Queen	☞☞☞☞	Blast	100 x 2, 100 x 2, 100 x multi-hit, 800
Bitch Slap Combo	☞☞☞☞ after Snare	Blast	100, 100, 140, 800
Whip Corkscrew	☞☞☞	Barrage	50 x multi-hit
Whip Uppercut	☞☞☞☞	Launcher	100 x 2

3-hit Thrash Combo ☞☞☞

A simple 3-hit whip combo, yet the striking range of this attack is absolutely enormous → 06! Kulshedra is more like a firearm than a striking weapon in terms of attack range. Against smaller Angels, even a simple combo such as this one is devastating.

Thrash to Uppercut ☞☞☞

A single lash with the whip, followed by a Whip Uppercut. This type of Uppercut is completely unique to the Kulshedra weapon; it is weaker than most other Launchers, but has a much longer striking range.



Call Me Queen 🍷🍷🍷🍷

Against a group of Affinity or Applaud Angels this attack is truly amazing! Press 🍷 twice to execute the initial Combo Strikes and pause very briefly before rapidly tapping 🍷 again. The rapid striking portion of this combo has an effect over a vast area, and any lesser enemies caught within this range will be unable to break free →□ 01. This attack will quickly apply the Stun condition to enemies caught up in the assault before blasting them away with a Wicked Slap.

Whip Corkscrew 🍷🍷

The Whip Corkscrew is a means of dealing a Barrage-type attack upon enemies surrounding you →□ 02. It may not look like it, but this attack scores a huge amount of hits and has a massive strike range! As these strikes are Barrage property, this attack is completely exempt from the Score Reduction Penalty.

Whip Uppercut 🍷🍷🍷🍷

The Whip Uppercut is a curious beast. It is much weaker than most Launchers, and even an Affinity is able to withstand this attack while in an Attack phase. Once you connect it though, its strength becomes apparent; its striking range is massive →□ 03! After connecting a Whip Uppercut, try connecting it repeatedly on the same enemy and notice how high it is being pushed. Execute a Snare Kick (covered next) and you will pull yourself up to the enemy's position without using up a Jump.

Hold Function: Snare

Kulshedra Hold Function Data

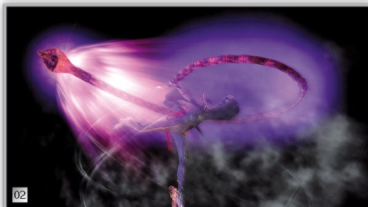
Technique	Command	Damage	Combo Points
Snare	Hold 🍷 on any input of the 🍷🍷🍷 combo	0	0
Cowgirl Spin	🍷 after Snare	0	0
Snare Kick	🍷 after Snare	200	10

Snare (ground or air) hold 🍷

Any 🍷 input of the Kulshedra 🍷🍷🍷 3-hit combo can be held. This will command Kulshedra to Ensnare the enemy and drag it over to Bayonetta's position →□ 04. This technique is incredible during Aerial Combos! You can actually begin an Aerial Combo by Jumping first, and then executing Snare to drag the enemy up to your position, allowing you to start an Aerial Combo without the need for a Launcher. Please refer to the Advanced Mêlée Techniques section for more details on this.

Whether or not an enemy can be Snared by this technique depends on its weight and the strength of its armour. While lesser Angels such as the Affinity, Applaud and Dear & Decorations can be Snared easily, larger armour-clad enemies will need to be stripped of their armour first before this technique will work.

Witch Time of course plays a major role, and does make a difference when dealing with stronger and heavier enemies. During Witch Time, you can Snare enemies which normally resist the technique regardless of the state of their armour. Even the giant Beloved-type Angels can be Snared or even dragged into the air when Witch Time is activated! →□ 05



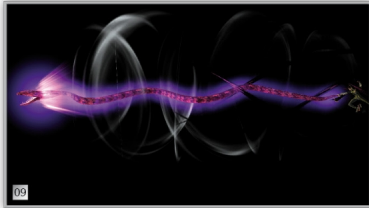
Cowgirl Spin after Snare

Cowgirl Spin Data			
Aspect	Damage	Combo Points	
Enemy collision (during spin)*	200	20	
Enemy collision (after throw)**	500	50	
Wall collision (after throw)**	500	0	

*Damage value applied to enemies struck by the Snared opponent.

**Damage value applied to enemy thrown at wall.

Upon catching an enemy with Snare, hold  as the creature is being grabbed to activate the Cowgirl Spin. This technique will swing the enemy around wildly and use its body to batter any



other targets unfortunate enough to be within striking distance →□ 06. This technique will rapidly boost the Combo Multiplier, as each and every time you strike an additional enemy with the one you are spinning, you will be awarded 20 Combo Points and a significant Multiplier boost. Another notable feature is that the creature you are swinging round will act as a shield against enemy projectiles. Any projectile attack aimed at you while you have a Cowgirl Spin active will be deflected.

Tip: Spin Cancel! Simply press  or  during the Cowgirl Spin sequence to cancel the animation so you can quickly Snare the same enemy again. By not throwing the enemy away after swinging, you'll be able to use its body as a weapon for much longer.

Snake Kick after Snare

Hold  to Snare an enemy and as soon as the whip connects, Hold  and Bayonetta will pull herself over to its position and deliver a swift kick →□ 07. Unlike the Snare and Cowgirl Spin techniques, the use of the Snake Kick is not dictated by the weight and armour condition of the enemy. As it is Bayonetta who is being pulled over and not the enemy, you can freely use this technique on various enemy types without any hassle. The best use for this technique is to pull yourself upwards during an Aerial Combo. The Whip Uppercut, as previously mentioned, can be used to launch an enemy way beyond the height of a double Jump – pulling yourself up to this height will keep you well out of attack range of other ground-based enemies.

Bitch Slap Combo after Snare, Cowgirl Spin or Snake Kick

After executing any Hold Function technique with Kulshedra, the snake section of the weapon will become dormant for a short period. During this time, Bayonetta gains a completely new  combo string. The Bitch Slap combo is a rapid series of 4 slaps which activate a Wicked Slap finish – a perfect way to brush aside a large group of enemies. →□ 08

Kulshedra: Special Technique Effects

Special Technique	Attack Effect
Evade	None
Perfect Parry	Snakebite
Stiletto	Activates Snakebite
Tetsuzanko	Attack animation change, Wicked Punch*
Witch Twist	Wicked Uppercut*

*Requires 3 Magic Orbs

Snakebite Data			
Technique	Command	Damage	Combo Points
Snakebite	 or 	80 x multi-hit	2
Aerial Snakebite	air  or air 	80 x multi-hit	2

Snakebite

The Snakebite is a rapid striking Barrage attack capable of striking through a whole group of enemies ahead of you at once →□ 09. This technique enables you to activate a Barrage-type attack quickly and easily, and has the range to damage multiple enemies simultaneously.

Perfect Parry Data			
Technique	Damage	Combo Points	
Snakebite	80 x 5	10 x 5 (Striking), 5 (Special)	

DURGA

The soul of Durga, said to be a demon with a thousand arms, is imprisoned within these razor-sharp claws. From the portal at its hilt, the weapon can summon 2 types of arms, Fire and Lightning, to bear against enemies.



Durga Alt.

Weapon Data

Angelic Hymn	Sonate in D K.448 Chapter V
Production Version	Durga Alt. 129,800 Halos
Equip Type	All
Weapon Type	Striking

Wicked Weaves

Wicked Spear	Stagger, Blast
Wicked Rising Spear	Stagger, Launcher
Wicked Diving Spear	Stagger, Knockdown
Wicked Claw	Stagger

Wicked Weaves

The Wicked Weave attacks activated via combos and Special Techniques with the Durga claws equipped behave very differently to the Wicked Weaves we have seen so far. With standard Wicked Weaves, the effect on the enemy is like being hit by a train, whereas the Durga Wicked Weaves are more like an ex-

tremely high-pressure blast of wind. With relatively low attack power (600 damage), even lightweight enemies such as the Affinity can stand up to a Durga Wicked Weave. This allows you to deliver these powered strikes without scattering your opponents – a perfect setup for Durga's Hold function.

Barrage Extension

With a Durga set equipped to both Hands and Feet, any combo with Barrage properties will be massively extended if you tap the corresponding attack button quickly upon execution. Taking the  combo as an example, continue to quickly tap  during the Barrage part of the combo, and Bayonetta will continue the sequence past the usual rapid kicks before finishing the combo with a Wicked Weave.

Element Change

(ground or air)   or 

Rotate the Left Stick once and press  or  to change the elemental mode of Durga(Hands) or Durga(Feet), respectively →□ 01/02. Depending on the mode selected, this weapon grants different attack and defensive capabilities, as well as changing the Hold Function of Combo Strikes.

Durga Scoring

Fire Score Scoring

Attack Type	Combo Points
Striking Attacks	20
Barrage Attacks	2
Damned Soul Attacks	30, 45, 60*

Fire Score Reduction Penalty

Strike Number	Combo Points
1 to 5	20
6	16
7	12
8	8
9	4
10 and onwards	1

Lightning Mode Scoring

Attack Type	Combo Points
Striking Attacks	10
Barrage Attacks	2
Lightning Pulse Attacks	30, 45, 60*

Lightning Score Reduction Penalty

Strike Number	Combo Points
1 to 5	10
6	8
7	6
8	4
9	2
10 and onwards	1

*Points awarded increase for each additional enemy caught in blast.



01



02

Durga: Fire Mode Attacks

Durga Fire Mode Data

Technique	Command	Attack Effect	Damage
3-hit Claw Combo	☞☞☞	None	200, 150 x 2, 150 x 3
2-hit Combo to Wicked Spear	☞☞☞	Blast	200, 200, 600
Punch to Uppercut	☞☞	Launcher	200, 300
Punch to Kickflip/Death Spin	☞☞☞☞☞	Launcher, Barrage	200, 200 x 2 / 200 x 2, 25 x multi-hit
Stomp to Wicked Rising Spear	☞☞☞☞	Knockdown, Launcher	200, 150 x 2, 300, 600
Stomp to Wicked Diving Spear to Wicked Spear	☞☞☞☞☞	Knockdown, Blast	200, 150 x 2, 300, 800, 800
Stomp to Wicked Diving Spear to Uppercut	☞☞☞☞☞☞	Knockdown, Launcher	200, 150 x 2, 300, 800, 300
Stomp to Wicked Diving Spear to Wicked Rising Spear*	☞☞☞☞☞☞	Knockdown, Launcher	200, 150 x 2, 300, 800, 600 / 600 + 25 x multi-hit
Stomp to Wicked Rising Spear*	☞☞☞☞☞	Knockdown, Launcher	200, 150 x 2, 300, 600 / 600 + 25 x multi-hit
Spin Claw to Wicked Claw	☞☞☞☞	Stagger	200, 150 x 2, 200 x 3, 800
2-hit Combo to Wicked Spear	☞☞☞☞	Blast	200, 150 x 2, 600
Sweeps to Wicked Spear	☞☞☞☞☞☞	Trip, Blast	200, 150 x 2, 150 x 3, 200, 200, 800
Sweep to Wicked Rising Spear	☞☞☞☞☞☞	Trip, Launcher	200, 150 x 2, 150 x 3, 200, 600
Sweeps to Wicked Rising Spear	☞☞☞☞☞☞☞☞	Trip, Launcher	200, 150 x 2, 150 x 3, 200, 200, 600
Quick Talon Flurry	☞☞☞☞☞☞	Barrage	200, 150 x 2, 150 x 3, 40 x multi-hit, 800
Triple Talon Combo	☞☞☞☞	Stagger	300, 300, 300
Double Talon to Wicked Rising Spear	☞☞☞☞☞	Stagger, Launcher	300, 300, 600
Talon to Uppercut	☞☞☞☞	Stagger, Launcher	300, 300
Element Change (Hands)	(ground or air) ☞☞☞☞	Barrage	50 x multi-hit
Element Change (Feet)	(ground or air) ☞☞☞☞☞	Barrage	50 x multi-hit
Uppercut/Rising Dragon	☞☞☞☞☞☞☞	Launcher	300 / 300, 50 x multi-hit
Kickflip/Death Spin	☞☞☞☞☞☞☞	Launcher, Barrage	200 x 2 / 200 x 2, 25 x multi-hit
Aerial Stomp to Wicked Uppercut	air☞☞☞☞☞	Knockdown, Launcher	200, 150 x 2, 300, 600
Aerial Spin Claw to Wicked Claw	air☞☞☞☞☞	Stagger	200, 150 x 2, 200 x multi-hit, 800
Aerial Sweep to Wicked Rising Spear	air☞☞☞☞☞☞☞	Trip, Launcher	200, 150 x 2, 150 x 3, 200, 600
Aerial Sweeps to Wicked Spear	air☞☞☞☞☞☞☞☞	Trip, Blast	200, 150 x 2, 150 x 3, 200, 200, 800
Aerial Quick Talon Flurry	air☞☞☞☞☞☞☞	Barrage	200, 150 x 2, 150 x 3, 50 x multi-hit, 800
Overhead Dive Kick	air☞☞☞☞	Knockdown	200 (initial), 200 (during fall), 300 (landing point)
Aerial Element Change (Hands)	air☞☞☞☞☞	Barrage	50 x multi-hit
Aerial Element Change (Feet)	air☞☞☞☞☞☞	Barrage	50 x multi-hit
Aerial Uppercut/Rising Dragon	air☞☞☞☞☞☞☞☞	Launcher	300 / 300, 400 x multi-hit
Aerial Kickflip/Death Spin	air☞☞☞☞☞☞☞☞	Launcher, Barrage	200 x 2 / 200 x 2, 25 x multi-hit

*Hold ☞ to activate Death Spin

Fire Elemental Defence

When you're up against enemies who have a flame shield, such as the Burning Affinity and Ardor Angels →□ 03, you normally cannot physically strike without taking damage. With Durga Fire mode activated on all limbs, you will be able to strike these enemies directly without taking any damage from their shielding.

Equipping Durga (Feet) and activating Fire mode will nullify all damage from any type of lava floor. You can even activate Beast Within and run along the molten surface in complete safety. →□ 04

3-hit Claw Combo (ground or air) ☞☞☞

A simple 3-hit rasping claw combo, this sequence does not leave much of an impact on its own, but is devastating when combined with Durga's Hold function.

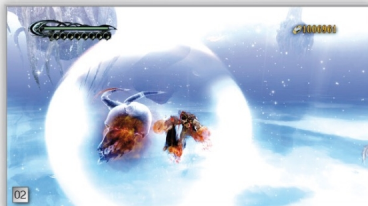
Spin Claw to Wicked Claw (ground or air) ☞☞☞☞

This combo activates a Durga Fire mode-specific Wicked Weave effect. Upon executing the last input, an effective spinning attack will be performed backed up with a wide sweeping claw-like Wicked Weave.

Quick Talon Flurry (ground or air) ☞☞☞☞☞☞☞

With a full set of Durga Fire mode equipped (both Hands and Feet), any combos with Barrage properties will be extended. This is covered later in the Durga Lightning mode section.





Triple Talon Combo

A neat triple overhead kick combo. These overhead kicks are not as effective as the kicks possible with the firearm type weapons, but the small amount of stagger it applies to lighter enemies upon connection is still useful.

Double Talon to Wicked Uppercut

A pair of overhead kicks leading to a Wicked Uppercut finish. Be aware that if you hold  on the 2nd kick to activate a Damned Soul, the Wicked Uppercut that usually follows on the next  press cannot be used.

Talon to Uppercut

A beastly overhead Talon Kick, leading into a regular Uppercut. As this combo is not backed up by a Wicked Weave effect, it is only effective against lighter enemies. Holding instead of tapping  to finish this combo will result in the Uppercut being modified into a Rising Dragon Punch.

Hold Function: Damned Souls

Durga Fire Mode Hold Function Data

Technique	Command	Damage	Combo Points
Damned Soul Level 1	 or  on 1st Combo Strike	1,000	30
Damned Soul Level 2	 or  on 2nd Combo Strike	1,500	30
Damned Soul Level 3	 or  on and after 3rd Combo Strike	2,000	30

Damned Soul Data

Activation	Detonation
0.5 seconds (30 frames)	On contact or 3 seconds (180 frames)

Holding an attack button with Durga in Fire mode will manifest a flaming skull. These apparitions are highly destructive Bombs which will explode either on contact, or in 3 seconds if left alone. The blast from one of these skulls will damage all the enemies nearby.

Damned Soul Levels

The destructive power of the Damned Soul planted will increase as you hold an attack button further into a combo sequence.

→  01/02/03

Holding an attack button on the 1st or 2nd attack of a combo sequence will activate Damned Soul Level 1 and Level 2 respectively. Holding an attack button on any attack following the 3rd button press of a combo sequence will activate a Damned Soul Level 3. If, for example, you have Durga equipped to both Hands and Feet, holding each attack of the     combo will release the following Damned Soul Level sequence:

Level 1 > Level 2 > Level 3 > Level3 > Level 3 > Level 3.

Damned Soul Positioning

Damned Souls are placed at the contact point of the combo strike you've held. So if you want to, for example, place a Damned Soul directly overhead, hold  on performing any Uppercut style strike within a pre-set combo sequence. →  04



Durga: Lightning Mode Attacks

Durga Lightning Mode Data

Technique	Command	Physical Effect	Damage
3-hit Combo	↘↘↘	Blast	80, 200, 600
Punch to Uppercut	↘↘	Launcher	80, 200
Punch to Kickflip/Death Spin	↘↘↘↘	Launcher	80, 200 x 2 / 200 x 2, 25 x multi-hit
Stomp to Wicked Rising Spear	↘↘↘	Knockdown, Launcher	80, 80, 300, 600
Stomp to Wicked Diving Spear to Wicked Spear	↘↘↘↘↘	Knockdown, Blast	80, 80, 300, 800, 800
Stomp to Wicked Diving Spear to Uppercut	↘↘↘↘↘	Knockdown, Launcher	80, 80, 300, 800, 200
Stomp to Wicked Diving Spear to Wicked Rising Spear*	↘↘↘↘↘↘	Knockdown, Launcher	80, 80, 300, 800, 600 / 600 + 25 x multi-hit
Stomp to Wicked Rising Spear*	↘↘↘↘↘	Knockdown, Launcher	80, 80, 300, 600 / 600 + 25 x multi-hit
2-hit Combo to Wicked Diving Spear	↘↘↘	Launcher	80, 80, 800
2-hit Combo to Wicked Spear	↘↘↘	Blast	80, 80, 600
Sweeps to Wicked Spear	↘↘↘↘↘↘	Trip, Blast	80, 80, 80, 200, 200, 800
Sweep to Wicked Rising Spear	↘↘↘↘↘	Trip, Launcher	80, 80, 80, 200, 600
Sweeps to Wicked Rising Spear	↘↘↘↘↘↘↘	Trip, Launcher	80, 80, 80, 200, 200, 600
3-hit Combo to Wicked Rising Spear	↘↘↘↘	Launcher	80, 80, 80, 600
Quick Talon Flurry to Wicked Spear	↘↘↘↘↘↘	Barrage	80, 80, 80, 40 x multi-hit, 800
Talon Flurry to Wicked Spear	↘↘↘↘↘	Barrage	80, 80, 80, 80, 40 x multi-hit, 800
Claw Flurry to Wicked Spear	↘↘↘↘↘↘↘	Barrage	80, 80, 80, 80, 20 x multi-hit, 800
Claw Flurry to Wicked Diving Spear	↘↘↘↘↘↘↘↘	Barrage, Knockdown	80, 80, 80, 80, 20 x multi-hit, 800, 800
4-hit Combo to Wicked Diving Spear	↘↘↘↘↘	Launcher	80, 80, 80, 80, 800
Triple Kick Combo	↘↘↘↘↘	Stagger	200, 200, 60, 150 / 60, 50 x multi-hit, 150
Double Kick to Wicked Rising Spear	↘↘↘↘	Stagger, Launcher	200, 200, 600
Kick to Uppercut	↘↘	Stagger, Launcher	200, 200
Element Change (Hands)	↘↘↘	Rapid 360 Attack	50 x multi-hit
Element Change (Feet)	↘↘↘	Rapid 360 Attack	50 x multi-hit
Uppercut/Rising Dragon	↘↘↘↘↘	Launcher	200 / 200, 50 x multi-hit
Kickflip/Death Spin	↘↘↘↘↘↘	Launcher	200 x 2 / 200 x 2, 25 x multi-hit
Aerial Stomp to Wicked Rising Spear	air↘↘↘↘	Knockdown, Launcher	80, 80, 300, 600
Aerial Sweep to Wicked Rising Spear	air↘↘↘↘↘	Trip, Launcher	80, 80, 80, 200, 600
Aerial Sweeps to Wicked Spear	air↘↘↘↘↘↘↘	Trip, Blast	80, 80, 80, 200, 200, 800
Aerial Quick Talon Flurry to Wicked Spear	air↘↘↘↘↘↘	Barrage	80, 80, 80, 50 x multi-hit, 800
Aerial Talon Flurry to Wicked Spear	air↘↘↘↘↘↘	Barrage	80, 80, 80, 80, 50 x multi-hit, 800
Aerial Claw Flurry to Wicked Spear	air↘↘↘↘↘↘↘	Barrage	80, 80, 80, 80, 20 x multi-hit, 800
Aerial Claw Flurry to Wicked Diving Spear	air↘↘↘↘↘↘↘↘	Barrage, Knockdown	80, 80, 80, 80, 20 x multi-hit, 800, 800
Overhead Dive Kick	air↘	Knockdown	200 (initial), 200 (during fall), 300 (landing point)
Aerial Element Change (Hands)	air↘↘↘	Rapid 360 Attack	50 x multi-hit
Aerial Element Change (Feet)	air↘↘↘	Rapid 360 Attack	50 x multi-hit
Aerial Uppercut/Rising Dragon	air↘↘↘↘↘	Launcher	200 / 200, 50 x multi-hit
Aerial Kickflip/Death Spin	air↘↘↘↘↘↘	Launcher	200 x 2 / 200 x 2, 25 x multi-hit

*Hold ↘ to activate Death Spin

Increased Striking Speed

Physical attacks with Durga (Hands) and Lightning Mode activated are significantly faster than other weapons in Bayonetta's arsenal (excluding Sai Fung). Each strike may be weaker in comparison with other weapons, but being able to strike incredibly quickly is extremely useful in Aerial Combos and against enemies who often parry attacks.

Lightning Elemental Defence

Shock attacks that discharge a high-voltage current through the ground, do no damage when you have Durga Lightning Mode equipped to feet → 05. A neat trick is that even though these types of shock attacks do no damage, you can still parry the attack if you have the Moon of Mahaa-Kalaa equipped to build your Magic gauge.





This is incredibly useful during Chapter XII: The Broken Sky. With a complete Durga set equipped and Lightning Mode activated for both Hands and Feet, Bayonetta will be completely shielded from damage should she be submerged in electrified water. →□ 01

Hold Function: Lightning Pulse

Durga Lightning Mode Hold Function Data

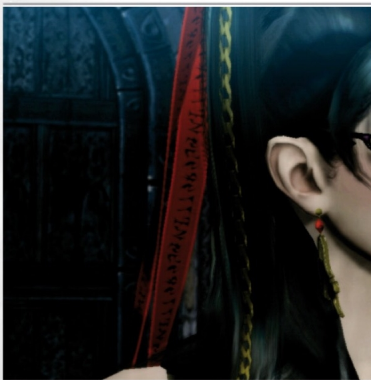
Technique	Command	Damage	Combo Points
Lightning Pulse	□ or ↵	1,000	30, 45, 60*

*Points awarded increase for each additional enemy caught in pulse.

Lightning Pulse Data

Activation	Detonation
0.51 seconds (31 frames)	On contact within physical striking range.

Holding the attack button as you deal combo strikes with Durga in Lightning Mode activated will cause the claws to emit a short, sharp energy pulse →□ 02. This is a fantastic way to break attack attempts made by the game's weaker enemies, such as the Affinity and Applaud Angels. If these enemy types activate their attack animation as you strike with Durga, holding an attack button to execute a Lightning Pulse will stop the enemy's attack before it has a chance to execute.



Equipped to Feet, the Durga Lightning Mode is also very useful against enemies who are prone to sweep attacks. When fighting Grace & Glory/Gracious & Glorious enemies, an effective strategy is to use the □□□□↵ combo and activate a Lightning Pulse on each sweep. This way you'll keep them immobilized, while dealing decent damage with each Lightning Pulse.

Durga: Special Technique Effects

Special Technique	Added Effect
Evade	None
Stop Effect	None
Perfect Parry	Claw Lunge
Stiletto	Hold □ to activate Damned Soul/Lightning Pulse
Heel Slide	Hold ↵ to activate Damned Soul/Lightning Pulse
After Burner Kick (Rising)	Hold □ to activate Damned Soul/Lightning Pulse
After Burner Kick (Diving)	None
Tetsuzanko	Wicked Spear*
Heel Stomp	Wicked Diving Spear*
Witch Twist	Wicked Rising Spear*
Umbran Portal Kick	Wicked Diving Spear*
Breakdance	None

*Requires 3 Magic Orbs

Perfect Parry Data

Technique	Damage	Combo Points
Claw Lunge	1,000	20 (Striking), 5 (Special)

LT. COL. KILGORE

His campaign of slaughter on the battlefield led to his swift consignment to hell. The soul of the Vietnam War madman Lt. Col. Kilgore now resides in these grenade Launchers, which fire explosive shells with incredible Magic power.



Kilgore Alt.

Weapon Data

Angelic Hymn	Messiah, HWV56 Chapter IX
Production Version	Kilgore Alt. 99,800 Halos
Equip Type	All
Weapon Type	Firearm
Wicked Weaves	
Wicked Rocket Punch	Blast

Lt. Col. Kilgore Scoring

Lt. Col. Kilgore Scoring

Attack Type	Combo Points
Striking Attacks	10
Barrage Attacks	2
Rocket Attacks	30, 45, 60*

*Points awarded increase for each additional enemy caught in blast.

Score Reduction Penalty

Strike Number	Combo Points
1 to 5	10
6	8
7	6
8	4
9	2
10 and onwards	1

Lt. Col. Kilgore Attacks

Lt. Col. Kilgore Attacks

Technique	Command	Physical Effect	Damage
3-hit Bazooka Combo	☞☞☞	Blast	100 x 2, 100 x 2, 100-150
3-hit Combo	☞☞☞	Blast	100 x 2, 200, 600
Punch to Uppercut	☞☞☞	Launcher	100 x 2, 100
Punch to Kickflip/Death Spin	☞☞☞☞	Launcher	100 x 2, 200 x 2 / 200 x 2, 25 x multi-hit
Stomp to Wicked Uppercut	☞☞☞☞	Knockdown, Launcher	100 x 2, 100 x 2, 200, 600
Stomps to Wicked Heel	☞☞☞☞☞	Knockdown, Blast	100 x 2, 100 x 2, 200, 800, 800
Stomp to Wicked Stomp to Uppercut	☞☞☞☞☞☞	Knockdown, Launcher	100 x 2, 100 x 2, 200, 800, 100
Stomp to Wicked Stomp to Wicked Punt*	☞☞☞☞☞☞	Knockdown, Launcher	100 x 2, 100 x 2, 200, 800, 600 / 600 + 25 x multi-hit
Stomp to Wicked Punt *	☞☞☞☞☞☞	Knockdown, Launcher	100 x 2, 100 x 2, 200, 600 / 600 + 25 x multi-hit
Bazooka Tonfa Twist to Wicked Rocket Punch	☞☞☞☞	Blast	100 x 2, 100 x 2, 100 x 7, 400 x multi-hit
2-hit Combo to Wicked Heel	☞☞☞☞	Blast	100 x 2, 100 x 2, 800
Sweeps to Wicked Heel	☞☞☞☞☞☞	Trip, Blast	100 x 2, 100 x 2, 100-150, 200, 200, 1,200
Sweep to Wicked Uppercut	☞☞☞☞☞☞	Trip, Launcher	100 x 2, 100 x 2, 100-150, 200, 600
Sweeps to Wicked Uppercut	☞☞☞☞☞☞☞☞	Trip, Launcher	100 x 2, 100 x 2, 100-150, 200, 200, 600
Quick Rocket Kick Flurry to Wicked Heel	☞☞☞☞☞☞	Barrage	100 x 2, 100 x 2, 100-150, 40 x multi-hit, 800
Triple Bazooka Kick	☞☞☞☞☞☞	Barrage	200 x 2, 200 x 2, 200 x 2 / 60, 50 x multi-hit, 150
Double Bazooka Kick to Wicked Uppercut	☞☞☞☞☞☞	Launcher	200 x 2, 200 x 2, 600
Bazooka Rave to Wicked Heel	☞☞☞☞☞☞	Blast	200 x 2, 200 x 2, 200 x 5, 800 close to enemy, multiple hit 400, 800
Bazooka Kick to Uppercut	☞☞☞☞☞☞	Launcher	200 x 2, 100
Rocket Spin (Hands)	☞☞☞☞☞☞	Barrage	50 x multi-hit
Rocket Spin (Feet)	☞☞☞☞☞☞	Barrage	50 x multi-hit
Uppercut/Rocket Uppercut	☞☞☞☞☞☞☞☞	Launcher	150
Kickflip/Bazooka Hanabi	☞☞☞☞☞☞☞☞	Launcher	200 x 2 / 200 x 2, 25 x multi-hit
Aerial Stomp to Wicked Uppercut	☞☞☞☞☞☞☞☞	Knockdown, Launcher	100 x 2, 100 x 2, 200, 600
Aerial Sweep to Wicked Uppercut	☞☞☞☞☞☞☞☞☞☞	Trip, Launcher	100 x 2, 100 x 2, 100-150, 200, 600
Aerial Sweeps to Wicked Heel	☞☞☞☞☞☞☞☞☞☞	Trip, Blast	100 x 2, 100 x 2, 100-150, 200, 200, 1,200
Aerial Quick Rocket Kick Flurry	☞☞☞☞☞☞☞☞☞☞	Barrage	100 x 2, 100 x 2, 100-150, 50 x multi-hit, 800
Overhead Dive Kick	☞☞☞☞☞☞☞☞☞☞	Knockdown	200 (initial), 200 (during fall), 300 (landing point)
Aerial Rocket Spin (Hands)	☞☞☞☞☞☞☞☞☞☞	Barrage	50 x multi-hit
Aerial Rocket Spin (Feet)	☞☞☞☞☞☞☞☞☞☞	Barrage	50 x multi-hit
Aerial Uppercut/Rocket Uppercut	☞☞☞☞☞☞☞☞☞☞☞☞	Launcher	150
Aerial Kickflip/Aerial Bazooka Hanabi	☞☞☞☞☞☞☞☞☞☞☞☞	Launcher	200 x 2 / 200 x 2, 25 x multi-hit

*Hold ☞ to activate Bazooka Hanabi



3-hit Bazooka Combo ③③③

Kilgore's ③ combo string is totally unique. Wielding the Bazookas like a pair of Tonfa, each strike of this combo sequence hits twice. Holding ③ during the attack animation of any strike of this combo sequence will fire a pair of rockets; this is the Hold Function of the Lt. Col. Kilgore weapon and is covered in the next section.

Bazooka Tonfa Twirl to Wicked Rocket Punch ③③③

Adding a pause between the second and third ③ input of the Kilgore combo sequence will execute a blindingly fast Bazooka Tonfa Twirl, leading to a massive twin Wicked Rocket Punch finish → 01! Wicked Rocket Punches are unique to Kilgore and this combo sequence. They represent the only projectile type Wicked Weave effect in the game and their attack range is huge!

Quick Rocket Kick Flurry ③③③③

Kick Barrage attacks with Kilgore equipped are truly monstrous! Rapidly tap ③ during the Barrage portion of the combo to fire up to four rockets!

Red Hot Note! Equipping any weapon to Hands that allows a ③③③③ command input, enables the ③③③③ combo to be executed if you have Kilgore equipped to Feet.

Triple Bazooka Kick ③③③/③

Unlike the kick attacks of other firearm type weapons, Kilgore's kicks do not stagger weaker enemies. Instead, each kick in the Kilgore ③③③ sequence is a 2-hit combo, so you're getting double the number of hits per button press. Holding ③ during the attack animation of the opening pair of kicks will fire a pair of rockets (see Kilgore Hold Function). Holding ③ to activate the third input will modify the final combo strike from a spinning kick to a frenzy of smoke and rockets. → 02

Double Bazooka Kick to Wicked Uppercut ③③③

The opening pair of ③ strikes of this combo are identical to the previous combo. Leaving a gap between the second ③ press and ③ will activate a Wicked Uppercut. Holding ③ during the Wicked Uppercut animation will launch a single rocket at the targeted enemy.

Bazooka Rave to Wicked Heel ③③③/③

Substitute the ③ input of the previous combo for a ③ and you'll unleash a mesmerising Bazooka Kick combo leading to a Wicked Heel. The damage this combo inflicts is astounding, at 1,600 damage – this is the single most powerful instance of the Wicked Heel!

Bazooka Kick to Uppercut ③③③/③

A 2-hit Bazooka Kick combo leading to an Uppercut Launcher. Holding ③ during the Uppercut attack animation will fire a single rocket.

Rocket Spin (Hands) (ground or air) ③+③

A high-speed attack, this will quickly strike all enemies within close proximity should you find yourself surrounded. Hold ③ during the attack animation to fire a pair of rockets. As the rockets explode on detonation, this technique is very useful for scattering a swarm of small enemies. → 03

Rocket Spin (Feet) ③+③

Similar attack to the Rocket Spin (Hands) but this time the striking range is larger. Holding ③ during this attack animation will also launch a pair of rockets from either side once the spin finishes.

Aerial Rocket Spin (Feet) air ③+③

The Aerial variation of the Rocket Spin (Feet) will dish out a Barrage type attack, while firing rockets in all directions.

Rocket Uppercut ③+③+③

Holding ③ during any Kilgore Uppercut animation will fire a single rocket at the enemy you've just Launched, momentarily pinning it in place while dealing serious damage!



Bazooka Hanabi

Holding during the Kickflip animation will command Bayonetta to leap into the air and continue the assault with a mesmerising barrage of rockets. → 04

Hold Function: Rockets

Lt. Col. Kilgore Hold Function Data			
Technique	Command	Damage	Combo Points
Rocket	 or  on any attack command	600 (Impact), 300 (Explosion)	30*

*Awarded Combo Points increase for each additional enemy caught in blast radius – max value = 60.

Rocket Data	
Range	Detonation
75 metres	On contact

Holding the attack button on a command input will fire one or more rockets from the Kilgore Bazookas → 05. This can be mixed into the combo sequence in any fashion you choose, and any attack can be used to setup a rocket launch. Just make sure that Kilgore is equipped to the limbs which correspond the  or  input.

Double-Ups (and . ()

There are two sequences in the Kilgore arsenal that allow you to execute the highly damaging finishing sequence twice within the same combo!

The first example of this Double-Up technique is the    combo. Continuing to hold  during and after the final command input will cause the finishing Tonfa strike's twin rocket launch to repeat!

Adding a delay between the second and third  will execute the Bazooka Twirl. Continue to hold  during and beyond the attack animation and Bayonetta will repeat the finishing sequence. This means you'll finish the combo sequence by firing two pairs of rockets, backed up with two astoundingly powerful pairs of Wicked Rocket Punches! →   06/07

Red Hot Tip! Hold  during the opening strikes of the Double-Up combo sequences to fire a pair of rockets on each hit. That's eight rockets fired off a simple combo!

Lt. Col. Kilgore: Technique Effects

Technique	Added Effect
Evade	None
Step Effect	Automatically fires a pair of rockets
Perfect Parry	Twin Rocket Launch
Stiletto	Activates Rocket Drive
Heel Slide	Hold  to launch up to 2 rockets
After Burner Kick (Rising)	Hold  to launch a single rocket
After Burner Kick (Diving)	None
Tetsuzanko	Wicked Punch*, Hold  to launch a pair of rockets
Heel Stomp	Wicked Stomp*, Hold  to launch a single rocket
Witch Twist	Wicked Uppercut*, Automatically launches 2 rockets
Umbran Portal Kick	Wicked Stomp*, Automatically launches 3 rockets
Breakdance	Automatically launches 2 rockets

*Requires 3 Magic Orbs

Kilgore Step-Off

Performing a Step-Off by jumping off an enemy's body will automatically fire a pair of rockets directly downwards. As a rule, this technique cannot be rapidly repeated – rockets will only be fired every third Step-Off activation within a jump.

Perfect Parry Data

Technique	Damage	Combo Points
Twin Rocket Launch	500, 600 x 2	10 (striking), 5 (special), 30*(rocket)

*Awarded Combo Points increase for each additional enemy caught in blast radius – max value = 60.

Technique	Command	Physical Effect	Damage	Combo Points
Rocket Drive	☉ + ☉ + ☉ (☉)	Stagger, Launcher, Blast	50 x multi-hit, 150	2 (Barrage), 10 (Striking)
Aerial Rocket Drive	air ☉ + ☉ + ☉ (☉)	Stagger, Launcher, Blast	50 x multi-hit, 150	2 (Barrage), 10 (Striking)

Rocket Drive

With Lt. Col. Kilgore equipped to Hands, the simple Stiletto becomes an epically destructive new technique – the Rocket Drive! Positioning the handheld Bazookas behind her, Bayonetta will propel herself towards her target using the Bazookas as a pair of jet engines. The initial charging action will drive all but the toughest enemies along for the duration of the forwards charge. Once Bayonetta reaches the end of the charge, she will finish the attack with a powerful Twin Tonfa strike. →□ 01/02

If the targeted enemy is above you when using this attack, Bayonetta will use Kilgore's power to launch herself upwards, toward the enemy.

This finishing Tonfa Strike is quite possibly the most powerful non-Wicked Weave Launcher in the game. It can actually launch heavier opponents such as the Spear-carrying Applaud without Witch Time! Another difference between this Launcher and other weapons is that it launches the enemy diagonally away from you, instead of directly upwards. Holding ☉ during the Rocket Drive animation will fire a pair of rockets after the Tonfa Strike finish.



ODETE

These skates hold the soul of the demon witch Odette, who traded her soul for eternal youth, transforming into a swan. Residing in the frozen hell of Cocytus, legend has it that Odette made a pact with the stubborn demon queen Odile, allowing her to fall to her preferred circle of hell. Odette, said to have prided herself on her ice magic abilities, lends the blades of these skates the terrifying ability to summon up the cold.

Weapon Data

Angelic Hymn	Les Patineurs Waltz op.183
Production Version	none
Equip Type	Feet
Weapon Type	Striking
Wicked Weaves	
Wicked Ice Heel	Blast
Wicked Ice Punt	Launcher
Wicked Ice Stomp	Knockdown

Elemental Defence

Equipping Odette allows Bayonetta to skate safely across frozen surfaces without sustaining damage. During the final battle against the goddess Jubileus, this weapon will prove invaluable! It also protects you from lava on the ground, exactly like Durga in Fire Mode does.

Odette Scoring

Odette Scoring	
Attack Type	Combo Points
Striking Attacks	10
Barrage Attacks	2
Ice Attacks	50

Ice Attacks

Freezing an opponent and then throwing it at other enemies on the field will award 50 'Special' Combo Points for each hit.

Score Reduction Penalty	
Strike Number	Combo Points
1 to 5	10
6	8
7	6
8	4
9	2
10 and onwards	1

Odette Attacks

Technique	Command	Attack Effect	Ice Damage
5-hit Kick Combo to Wicked Ice Heal		Ice Damage, Blast	120, 80 x 2, 120, 240, 40 x multi-hit, 800**
4-hit Kick Combo to Wicked Uppercut		Ice Damage, Launcher	120, 80 x 2, 120, X***
3-hit Kick Combo to Wicked Uppercut		Ice Damage, Launcher	120, 80 x 2, X***
Kick to Uppercut		Ice Damage, Launcher	120, X***
Ice Prison Stomp		Ice Damage, Knockdown	X, 800
Aerial Ice Prison Stomp		Ice Damage, Knockdown	X, 800
Pirouette		Ice Damage, Barrage	50 x multi-hit
Aerial Pirouette		Ice Damage, Barrage	50 x multi-hit
Overhead Dive Kick		Knockdown	200 (initial), 200 (during fall), 300 (landing point)
Speed Skating	Skate at full speed for 3 seconds	N/A	N/A
Pirouette Assault	during Speed Skating, left stick neutral	Ice Damage	300 x multi-hit

*Apply Odette's Hold function on final ♠ to activate Wicked Weave

*Wicked Ice Heel damage

***X damage value is determined by the weapon currently equipped to Bayonetta's hands.

Ice of Cocytus!

Repeatedly attacking an enemy with Odette's kick techniques will eventually encase the enemy in a giant ice block. The science behind this freeze system is very simple: you must deal 750 points of damage to the enemy to cause a freeze state. Any of Odette's kick techniques (but not Special Techniques) will apply freeze damage equal to the attack power of each strike. The total freeze damage applied to the enemy is stored, you don't have to apply the 750 freeze damage value within a single combo sequence. You can, for example, hit an enemy with a trio of Odette kicks to apply 360 freeze damage, then go off and defeat other enemies on the field before encasing the original enemy by applying the remaining 390 freeze damage.

Once an enemy has been encased in ice, press  within striking range and Bayonetta will command a Wicked Weave to pick the ice block up →  03. Face and Lock-On to a nearby target then press  to throw the ice block, damaging both the encased enemy and any of his comrades he strikes. →  04

5-hit Kick Combo 🐦🐦🐦🐦🐦

A rapid 5-hit kick combo, this is very effective if used to attack an enemy from behind. In its standard form this sequence will not activate a Wicked Weave attack. You will need to employ Odette's Hold Function in order to unlock this combo's full power.

4-hit Kick Combo to Wicked Uppercut 🐦🐦🐦.👊

As there are more  inputs within the Odette kick combo sequences, you get more chances to modify the combo into a Launcher. Leave a delay between the third and fourth button input to launch the enemy with a Wicked Uppercut.



3-hit Kick Combo to Wicked Uppercut 🦶🦶.👊

A shorter version of the previous combo, leave a delay after the second  input before pressing  and you'll perform a quick 3-hit kick combo, then launch the enemy with a Wicked Uppercut.

Kick to Uppercut

A simple kick to Uppercut combo, leave a delay after the first  input to perform a standard Uppercut after kicking the opponent once.

Ice Prison Stomp (ground or air)

The  input after the Punch Flurry Barrage attack is significantly boosted when Odette is equipped. In addition to the Wicked Ice Stomp, which activates to accompany the stomp attack, you'll also get a huge ice effect surrounding the point of impact if you have Odette equipped! $\Rightarrow$ 01

Pirouette (ground or air)

Spin the Left Stick once and hit  and Bayonetta will rapidly spin on the spot with a Pirouette. This attack may not be powerful but it's extremely effective! Capable of attacking targets all around Bayonetta's position, this technique is best employed directly after landing an Ice Barrage attack.

Speed Skating **Skate at full speed for three seconds**

Simply skate along at full blast for three seconds and a speed blur effect will appear behind Bayonetta's feet as she travels $\Rightarrow$ 02. Release the Left Stick at any point during this movement speed increase to drift along and eventually slow to a halt.

Pirouette Assault during Speed Skating

While Bayonetta is speeding along with the blur effect active, release the Left Stick (to start her drifting) then press  to execute an instant Pirouette. The difference between this kind of Pirouette and the regular version is that it moves. This technique adds forward momentum to the Pirouette attack, so you can use it to apply Ice Damage to enemies as you speed past $\Rightarrow$ 03! Press the Left Stick in any direction you like just before you land from the Pirouette and you'll skate in that direction while retaining the speed boost signified by the blue effect behind Bayonetta's feet. You can execute as many Pirouettes as you like while Speed Skating. The only catch is that you cannot change direction while repeatedly executing each one.

Hold Function: Ice Barrage

Hold Function Data

Technique	Command
Ice Barrage	Hold  on activating a kick within a pre-set combo sequence.
Ice Barrage Extension	 upon activating Ice Barrage.

Regardless of which weapon you have Odette paired with, you are able to hold  on any kick within a pre-set combo to modify the technique into a rapid Barrage attack, which will deal 40 Ice Damage points per strike. This is a very effective means to deal Ice Damage quickly, while overwhelming the enemy with a seemingly never-ending series of rapid Barrage techniques.

Ice Barrage Odette Command Data

Command Type	Command	Barrage Kick Type	Ice Damage
Odette Specific	   	Ice Flurry x 4	40 x multi-hit
	    	Ice Flurry x 3	40 x multi-hit
	     	Ice Flurry x 2	40 x multi-hit
	 	Ice Flurry	40 x multi-hit



Odette Specific Combo Extensions



Let's take a look at Odette's kick combo again. Each  input of this combo sequence can be held to modify the strike into a rapid Barrage attack. This will allow you to deal Ice Damage and freeze your opponent much faster than usual.

Hold the first  input to deliver a rapid side kick combo $\Rightarrow$ 04. Hold the second and you'll get a stylish aerial Barrage $\Rightarrow$ 05. Holding the third  input activates a damaging hook kick combo $\Rightarrow$ 06. Lastly, holding the fourth  input will activate a lightning-fast mule kick combo and finish the sequence with a Wicked Heel.

You can hold (or not hold) any  inputs of a combo sequence however you like. Attack button inputs directly following an Ice Barrage activation are handled in exactly the same manner as with other weapons. The Ice Barrage attacks only modify the combo strikes; they do not stop or interrupt the flow of a combo sequence.

Ice Barrage Generic Command Data

Command	Ice Barrage Type	Ice Damage
Generic Commands		
👊	Ice Flurry	40 x multi-hit
👊+👊	Launcher, Freezing Death Spin	25 x multi-hit
👊+👊+👊	Ice Stomps	40 x multi-hit
👊+👊+👊+👊	Ice Stomps, Pirouette	40 x multi-hit
👊+👊+👊+👊+👊	Ice Stomps, Pirouette	40 x multi-hit
👊+👊+👊+👊+👊+👊	Ice Stomps, Pirouette, Freezing Death Spin*	25 x multi-hit
👊+👊+👊+👊+👊+👊+👊	Ice Stomps, Freezing Death Spin*	25 x multi-hit
👊+👊+👊	Ice Flurry	40 x multi-hit
👊+👊+👊+👊+👊	Chilling Vortex x 2	50 x multi-hit
👊+👊+👊+👊	Chilling Vortex	50 x multi-hit
👊+👊+👊+👊+👊+👊	Chilling Vortex x 2	50 x multi-hit
👊+👊+👊+👊+👊	Quick Charge Ice Flurry	40 x multi-hit
👊+👊+👊+👊+👊+👊	Quick Charge Ice Flurry	40 x multi-hit
👊+👊+👊+👊+👊+👊+👊	Launcher, Freezing Death Spin	25 x multi-hit
👊+👊+👊+👊+👊+👊+👊+👊	Ice Stomps	40 x multi-hit**
👊+👊+👊+👊+👊+👊+👊+👊+👊	Chilling Vortex	50 x multi-hit
👊+👊+👊+👊+👊+👊+👊+👊+👊+👊	Chilling Vortex x 2	50 x multi-hit
👊+👊+👊+👊+👊+👊+👊+👊+👊+👊+👊	Quick Charge Aerial Ice flurry	40 x multi-hit
👊+👊+👊+👊+👊+👊+👊+👊+👊+👊+👊+👊	Quick Charge Aerial Ice flurry	40 x multi-hit
👊+👊+👊+👊+👊+👊+👊+👊+👊+👊+👊+👊+👊	Aerial Freezing Death Spin	25 x multi-hit

*25x multi hit damage value applied for Freezing Death Spin

**Summoned ice shards deal 50 damage per hit.

Generic Combo Extensions

Here we list the combo extensions possible taking into account the entire command listing available with Odette, combined with a hand-held weapon of your choice. No matter which weapon you have combined Odette with, you are still able to hold the 🐦 button inputs of the various combo sequences to modify the strike into an Ice Barrage attack.

Ice Flurry



The familiar Heel Kick element of Bayonetta's basic combo strings becomes a deadly Barrage if you hold 🐦 upon execution. The neat thing about this particular kick is that it will flow seamlessly into the Odette kick-led combo sequences, whether it's interrupting the Wicked Weave of 🐦+🐦+🐦, or after the entire 🐦+🐦+🐦+🐦 combo.



Freezing Death Spin






 air 




Holding  during any instance of the Kickflip will modify the technique into a Freezing Death Spin →  01. This attack applies a damaging ice effect as Bayonetta blasts upwards. The spinning Barrage attack that follows will hold the enemy in place while applying Ice Damage.



Ice Stomps and Pirouette

(ground or air) 














Holding the first  input of this set of combos will activate a very useful stomping Barrage attack →  02. The Knockdown property applied to the initial stomping action will floor smaller enemies instantly, then the Barrage sequence will hold the enemy in place while dealing Ice Damage. The Ice Stomps are also very useful when employed in mid-air. After an Aerial Combo it can be used to attack enemies directly beneath you. The Barrage effect of this technique will make it difficult to defend.

Holding the next  input of the sequence will activate an extremely rapid variation of the  +  Pirouette →  03. This is another one that is absolutely monstrous against smaller Angels – the initial stomps will floor your opponent, leaving the Pirouette completely free to deal damage.

Finally, holding the third  input of these combo sequences will modify the Kickflip into a Freezing Death Spin.

Chilling Vortex

(ground or air) 




 (ground or air) 




 (ground or air) 




Both instances of the Trip property leg sweep of these combo sets will become a spinning Barrage attack if  is held down upon execution →  04. Against enemies susceptible to Trip property attacks, this Barrage is absolutely lethal!

The Chilling Vortex kick modification is extremely effective during an Aerial Combo. Against larger Angels such as the Applaud and Ardor, adding these Ice Barrage elements to an Aerial Combo and then immediately following it up with a  +  Pirouette will freeze the enemy solid before you hit the ground.

Quick Charge

(ground or air) 




 (ground or air) 




Kick Flurry attacks will activate a Quick Charge and automatically become an Ice Barrage. You do not need to hold  to modify the kick element of these combo attacks.

Odette: Technique Effects

Technique	Added Effect
Evade	None
Stop Effect	None
Heel Slide	None
After Burner Kick (Rising)	None
After Burner Kick (Diving)	None
Heel Stomp	Wicked Ice Stomp*
Umbran Portal Kick	Wicked Ice Stomp*
Breakdance	None

*Requires 3 Magic Orbs

SAI FUNG



Possessed by the soul of the fastest bird demon in all of Inferno, Sai Fung, can perform this nunchaku spin at blazing speed, unleashing attacks so fast that even a god would be unable to catch a glimpse.

Weapon Data

Angelic Hymn	Walkürenritt
Production Version	Complete 100 Chapters on Normal Mode or higher
Equip Type	Hands
Weapon Type	Striking
Wicked Weaves	
Wicked Slam	Blast, Stagger

Sai Fung Scoring

Sai Fung Scoring		Score Reduction Penalty	
Attack Type	Combo Points	Strike Number	Combo Points
Striking Attacks	4	1 to 10	4
Barrage Attacks	2	11	3
Dart Gun Attacks	1	12	2
		13 & onwards	1

The Wicked Slam is an open palm strike Wicked Weave, unique to Sai Fung. Just as potent as the Wicked Punch for Blasting enemies, the Wicked Slam comes with the added bonus of being able to apply the Stagger property in the process.

Sai Fung Attacks

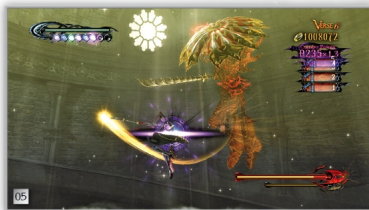
Technique	Command	Attack Effect	Damage
4-stage Nunchaku Combo	☺☺☺☺	None	30 x 4, 30 x 4, 30 x 6, 30 x multi-hit
Flicker to Heel Kick to Wicked Slam	☺☺☺	Blast	30 x 4, X*, 400
Flicker to Uppercut	☺☺☺	Launcher	30 x 4, 150
2-stage Nunchaku Combo to Wicked Pound	☺☺☺☺	Launcher	30 x 4, 30 x 4, 30, 800
Nunchaku Twist to Wicked Pound	☺☺☺☺☺	Launcher	30 x 4, 30 x 4, 30 x 6, 30 x 3, 800
Nunchaku Flurry to Wicked Slam	☺☺☺☺☺☺☺	Barrage, Blast	30 x 4, 30 x 4, 30 x 6, 30 x 4, 30 x multi-hit, 800
4-stage Nunchaku Combo to Wicked Uppercut	☺☺☺☺☺	Launcher	30 x 4, 30 x 4, 30 x 6, 30 x 4, 800
Boomerang Raid	☺☺☺	None	10 x multi-hit
Nunchaku Uppercut	☺☺☺☺	Launcher	150
Aerial 2-stage Nunchaku Combo to Wicked Pound	air☺☺☺☺	Knockdown	30 x 4, 30 x 4, 30, 200 x 2, 800
Aerial Nunchaku Twist to Wicked Pound	air☺☺☺☺☺	Knockdown	30 x 4, 30 x 4, 30 x 6, 30 x 3, 200 x 2, 800
Aerial Nunchaku Flurry to Wicked Slam	air☺☺☺☺☺☺☺	Blast	30 x 4, 30 x 4, 30 x 6, 30 x multi-hit, 800
Aerial Boomerang Raid	air☺☺☺	None	10 x multi-hit
Aerial Nunchaku Uppercut	air☺☺☺☺	Launcher	150

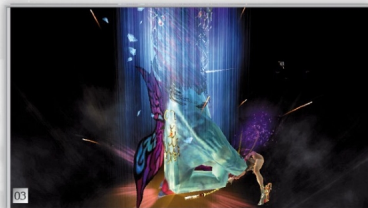
*X damage value is determined by the weapon currently equipped to Bayonetta's feet.

Sai Fung's greatest strength is its amazing speed! Any melee attacks executed with this weapon, strike so quickly that it's incredibly difficult for enemies to parry or launch their own attacks through them.

Juggle Enraged Enemies!

When using other weapons, any attempt to perform Aerial Combo strikes against an Enraged opponent will result in its body dropping out of striking range. Sai Fung on the other hand, strikes with such speed and intensity that enemies (even in Enraged state) will be held in place during Aerial Combos as normal. → 05





4-stage Nunchaku Combo (ground or air) ❸❸❸❸

The basic combo string with Sai Fung is a spectacular Nunchaku assault. Not only are these strikes incredibly fast – Bayonetta will also fire shots from the built-in guns as she swings.

Flicker to Heel Kick to Wicked Slam ❸❸❸

A quick and easy way to activate the Wicked Slam technique →□ 01. Combine this with the Advanced Dodge-Offset covered in the Advanced Melee Techniques section to devastate the enemy.

Flicker to Uppercut ❸❸❸

The input timing after the delay is quite tricky to catch. Listen out for the click when Bayonetta finishes the opening Nunchaku flick. Press ❸ at this precise instant to activate a Nunchaku Uppercut.

2-stage Nunchaku Combo to Wicked Pound (ground or air) ❸❸❸❸

A pair of quick flicks followed by a rolling overhead Nunchaku slam. As the slamming action is backed up with a Wicked Pound, this technique is very effective as both a Launcher and as a means to bring an Aerial Combo to a brutal end.

Nunchaku Twist to Wicked Pound (ground or air) ❸❸❸❸❸

The Nunchaku Twist is a rapidly spinning overhead strike, which ends in a powerful slamming action, while the Wicked Pound finishing strike adds further insult to injury →□ 02/03. After the delay, time your final ❸ input to coincide with the exact moment Bayonetta returns Sai Fung to the ready position.

Nunchaku Flurry to Wicked Slam (ground or air) ❸❸❸❸❸❸❸❸

The Nunchaku Flurry is an astounding display of carnage! Bayonetta will fire shots from the built-in dart guns as she whips up a storm with a mesmerising onslaught. Rapidly tap ❸ to finish the sequence with a Wicked Slam.

4-stage Nunchaku Combo to Wicked Uppercut ❸❸❸❸❸❸❸❸

Another combo with tricky timing. Following the input delay, timing your final ❸ input at exact moment Bayonetta returns Sai Fung to the ready position. This will tag a Wicked Uppercut finish onto the end of Sai Fung's 4-stage combo.

Boomerang Raid (ground or air) ❸❸❸❸❸❸❸❸

Upon activation, Bayonetta will throw Sai Fung at the targeted (or nearest) enemy, after which it will proceed to rapidly spin around the enemy's body while firing. This is a fantastic technique for rapidly accumulating large numbers of hits in the Combo Tally to increase the Combo Multiplier, or as a means to keep the Combo Timer active while you move to a new position. While Sai Fung is attacking elsewhere, Bayonetta is still able to fight barehanded and perform combos (even Wicked Weaves) as normal.

Nunchaku Uppercut (ground or air) ❸❸❸❸❸❸❸❸

Bayonetta will stamp her foot to draw power, before wildly swinging out an effective Uppercut. This attack has no Hold Function, it's just a neat and simple flick of the Nunchaku.

Hold Function: Charged Shot

Hold Function Data

Technique	Command	Damage	Combo Points
Charged Shot Level 1	Press and release ❸ within 0.48 seconds (1 – 29 frames)	25	1
Charged Shot Level 2	Press and release ❸ within 1.00 seconds (30 – 60 frames)	50	1
Charged Shot Level 3	Hold ❸ for 1.01 seconds (61 frames)	50	1

Holding ❸ upon executing any strike of Sai Fung's 4-stage Nunchaku Combo will stop movement and fire the built-in dart guns. The charge duration determines the number of shots fired →□ 04. The fully charged version of this technique will fire ten shots at once!

Charged Shot Data

Charged Shot Level	Darts Fired
Level 1	1
Level 2	5
Level 3	10

Combo Input Data

Combo input insertion window 1 second (60 frames)

After performing a Charged Shot, the input window for continuing the pre-set combo from where you left off is increased to 1 second.

Sai Fung: Special Technique Effects

Special Technique	Added Effect
Evade	Fires Dart Gun
Perfect Parry	One Inch Punch
Tetsuzanko	Wicked Punch*, Hold  to fire 4 darts
Witch Twist	Wicked Uppercut*, Automatically fires 4 darts

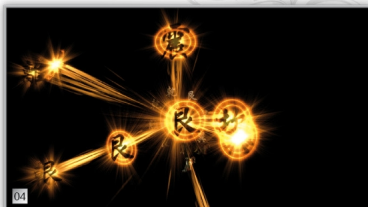
*Requires 3 Magic Orbs

Perfect Parry Data

Technique	Damage	Combo Points
One Inch Punch	1,000	15 (Striking), 5 (Special)

Perfect Parry: One Inch Punch

Sai Fung has by far the most stylish Perfect Parry counter-attack in the whole game. It's also a very powerful attack. →□ 05



PILLOW TALK



A vessel for the demonic being Mahavairocana, said to have seduced women by whispering sweet nothings during their dreams. Pillow Talk has incredible angel-killing power thanks to Rodin's conjuring abilities. The demonic power summoned from the portal at the weapon's hilt takes the form of a strangely glowing green blade of light capable of slicing foes cleanly in half.

Pillow Talk is incapable of Wicked Weave attacks. In order to reset the Score Reduction Penalty you must perform the Power-Up Hold Function.

Pillow Talk Scoring

Attack Type	Combo Points	Score Reduction Penalty	
Striking Attacks	20	Strike Number	Combo Points
Barrage Attacks	2	1 to 5	20
		6	16
		7	12
		8	8
		9	4
		10 and onwards	1

Weapon Data

Angelic Hymn	Jupiter, the Bringer of Jollity Complete Non Stop Climax
Production Version	-
Equip Type	Hands
Weapon Type	Striking
Wicked Weaves	-

Pillow Talk Attacks

Technique	Command	Attack Effect	Damage
4-hit Laser Blade Combo	☐☐☐☐	None	250, 250, 250, 250
Slash to Uppercut	☐☐	Launcher	250, 250
Shocking Blade to Stab	☐☐☐☐	None	250, 250, 150 x 3, 150 x 3, 400
Shocking Blade to Uppercut/Rising Dragon	☐☐☐☐☐☐	Launcher	250, 250, 150 x 3, 150 x 3, 250
Quick Shocking Blade to Uppercut/Rising Dragon	☐☐☐☐☐	Launcher	250, 250, 150 x 3, 250
Spin Slash Combo	☐☐☐☐☐	None	250, 250, 250, 500 x 2
Laser Blade Flurry	☐☐☐☐☐☐☐	Barrage	250, 250, 250, 250, 100 + 50 x multi-hit, 400/1,000
Laser Blade Flurry to Wicked Stomp*	☐☐☐☐☐☐☐☐☐	Barrage, Knockdown	250, 250, 250, 250, 100 + 50 x multi-hit, 400/1,000, 800
4-hit Laser Blade to Uppercut/Rising Dragon	☐☐☐☐☐☐☐☐	Launcher	250, 250, 250, 250, 250
Spinning Slice	☐☐☐☐	Barrage	300 x multi-hit
Uppercut/Rising Dragon	☐☐☐☐☐☐	Launcher	250
Aerial Shocking Blade to Stab	air☐☐☐☐☐☐	None	250, 250, 150 x 3, 150 x 3, 400
Aerial Spin Slash Combo	air☐☐☐☐☐☐	None	250, 250, 250, 500 x 2
Aerial Laser Blade Flurry	air☐☐☐☐☐☐☐☐☐	Barrage	250, 250, 250, 250, 100 + 50 x multi-hit, 400**
Aerial Laser Blade Flurry to Wicked Stomp	air☐☐☐☐☐☐☐☐☐☐☐☐	Barrage, Knockdown	250, 250, 250, 250, 100 + 50 x multi-hit, 400**, 800
Aerial Spinning Slice	air☐☐☐☐	Barrage	100 x multi-hit
Aerial Uppercut/Rising Dragon	air☐☐☐☐☐☐	Launcher	250
Helm Breaker	air☐☐	Knockdown	Variable (See Hold Function)
Half-Moon Ray/Full Moon Ray	Hold ☐☐	None	60 (Half-Moon Ray), 2,500 (Full Moon Ray)

*When combined with Wicked Weave capable weapon equipped to Feet.

**If triggered fast enough, the 400 damage value becomes 100, 100, 400.

Pillow Talk handles in exactly the same way as Shuraba, except for the fact that Wicked Weaves cannot be performed. Instead, this laser blade is capable of a devastating Power-Up state, where normal attacks become just as terrifying as Wicked Weaves!

Hold Function: Power-Up

Pillow Talk Hold Function Data			
Technique	Command		Combo Points
Laser lai-Jutsu	Hold ☐ upon executing any combo strike		20
Laser lai-Jutsu Data			
Charge Level	Activation Time		Damage
Level 1	Instant		250
Level 2	1 second (60 frames)		1,000
Level 3	2 seconds (120 frames)		4,000
Power-Up Data			
Duration	6.5 seconds		
Effect	Increases attack power. All normal hits are calculated as Wicked Weaves.		

Laser lai-Jutsu

Hold ☐ to activate the lai-Jutsu stance. As with Shuraba, there are three power levels. Release ☐ upon or after the first flash of light to activate a standard drawn slash, or release ☐ upon or after the second flash of light to activate the Power-Up. The Power-Up technique massively increases the attacking power and striking range of Pillow Talk → ☐ 01. Upon activation, the laser blade will sustain this powered state for 6.5 seconds and the Score Reduction Penalty will be disabled.

Laser Helm Breaker Data				
Charge Level	Activation Time	1st hit Damage	2nd hit Damage	3rd hit Damage
Level 1	Instant	500	250	62
Level 2	1.21 seconds (73 frames)	500	250	—
Level 3	2.21 seconds (133 frames)	2,000	1,000	—

Laser Helm Breaker

Charging the Helm Breaker to Level 3 (release ☐ upon or after the second flash of light) will also activate the Power-Up. If a group of ground based enemies are making your life difficult while you charge the Power-Up technique, escape into the air and prepare it there instead.

Combo Timer Freeze

During the lai-Jutsu or Helm Breaker charging sequences, the Combo Timer will be frozen. As with Shuraba, you can hold a charge while retaining your ability to Evade – all while keeping your combo active.

Combo Input Data

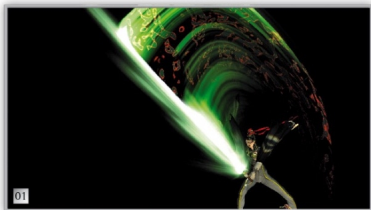
Combo input insertion window	1.8 seconds (108 frames)
------------------------------	--------------------------

After performing a Laser lai-Jutsu, as was the case with Shuraba, the input window for continuing the pre-set combo from the held position is increased to 1.8 seconds.

Pillow Talk: Special Technique Effects

Special Technique	Added Effect
Evade	None
Perfect Parry	Activates Level 3 lai Jutsu*
Stiletto	Activates Umbran Stinger (see Shuraba)
Tetsuzanko	None
Witch Twist	None

*See Shuraba Perfect Parry data for damage and scoring.



BAZILLIONS



Four guns created by an unknown super-civilization. Powered by an energy source known as Bazillionium, the deep crimson flash from the guns instantly breaks down the molecular bonds within its target. Able to discern the intent of its user, it is said that these strange, miraculous guns have the power to open a portal to another dimension. Thanks to Rodin, the guns also have gained demonic powers, making them an incredible threat to the denizens of Paradiso.

Bazillions Scoring

Bazillions Scoring		Score Reduction Penalty	
Attack Type	Combo Points	Strike Number	Combo Points
Striking Attacks	10	1 to 5	10
Barrage Attacks	2	6	8
Laser Attacks	1	7	6
		8	4
		9	2
		10 and onwards	1

Weapon Data

Angelic Hymn	Mars, the Bringer of War
Production Version	Complete Hard Mode
Equip Type	All
Weapon Type	Firearm
Wicked Weaves	Yes

Bazillions Attacks

Technique	Command	Attack Effect	Damage
2-hit Combo to Wicked Punch	☛☛☛	Blast	80, 200, 600
Punch to Uppercut	☛☛☛	Launcher	80, 100
Punch to Kickflip/Death Spin	☛☛☛☛	Launcher	80, 200 x 2 / 200 x 2, 25 x multi-hit
Stomp to Wicked Uppercut	☛☛☛☛	Knockdown, Launcher	80, 200 x 2, 600
Stomp to Wicked Stomp to Wicked Heel	☛☛☛☛☛	Knockdown, Blast	80, 200, 800, 800
Stomp to Wicked Stomp to Uppercut	☛☛☛☛☛☛	Knockdown, Launcher	80, 80, 200, 800, 100
Stomp to Wicked Stomp to Wicked Punt*	☛☛☛☛☛☛☛	Knockdown, Launcher	80, 200, 800, 600 / 600 + 25 x multi-hit
Stomp to Wicked Punt*	☛☛☛☛☛☛☛☛	Knockdown, Launcher	80, 200, 600 / 600 + 25 x multi-hit
2-hit Combo to Wicked Pound	☛☛☛☛	Launcher	80, 80, 800
2-hit Combo to Wicked Heel	☛☛☛☛	Blast	80, 80, 800
Sweeps to Wicked Heel	☛☛☛☛☛☛	Trip, Blast	80, 80, 80, 200, 200, 1,200
Sweep to Wicked Uppercut	☛☛☛☛☛☛	Trip, Launcher	80, 80, 80, 200, 600
Sweeps to Wicked Uppercut	☛☛☛☛☛☛☛☛	Trip, Launcher	80, 80, 200, 200, 600
3-hit Combo to Wicked Uppercut	☛☛☛☛☛☛	Launcher	80, 80, 80, 600
Quick Kick Flurry to Wicked Heel	☛☛☛☛☛☛	Barrage, Blast	80, 80, 80, 40 x multi-hit, 800
Kick Flurry to Wicked Heel	☛☛☛☛☛☛☛	Barrage, Blast	80, 80, 80, 40 x multi-hit, 800
Punch Flurry to Wicked Punch	☛☛☛☛☛☛☛☛	Barrage, Blast	80, 80, 80, 20 x multi-hit, 800
Punch Flurry to Wicked Stomp	☛☛☛☛☛☛☛☛☛	Barrage, Knockdown	80, 80, 80, 20 x multi-hit, 800, 800
4-hit Combo to Wicked Pound	☛☛☛☛☛☛☛☛	Launcher	80, 80, 80, 800
Triple Kick Combo	☛☛☛☛☛☛	Stagger	200, 200, 150 x 2 / 150, 50 x multi-hit, 150
Double Kick to Wicked Uppercut	☛☛☛☛☛☛	Stagger, Launcher	200, 200, 600
Kick to Uppercut	☛☛☛☛☛☛	Stagger, Launcher	200, 100
Bullet Climax (Hands)	☛☛☛☛☛☛	None	40 x multi-hit**
Bullet Climax (Feet)	☛☛☛☛☛☛	None	60 x multi-hit**
Uppercut	☛☛☛☛☛☛	Launcher	100
Kickflip/Death Spin	☛☛☛☛☛☛☛☛	Launcher	200 x 2 / 200 x 2, 25 x multi-hit
Aerial Stomp to Wicked Uppercut	air☛☛☛☛☛☛	Knockdown, Launcher	80, 80, 200, 600
Aerial Sweep to Wicked Uppercut	air☛☛☛☛☛☛	Trip, Launcher	80, 80, 80, 200, 600
Aerial Sweeps to Wicked Heel	air☛☛☛☛☛☛☛☛	Trip, Blast	80, 80, 80, 200, 200, 1,200
Aerial Quick Kick Flurry	air☛☛☛☛☛☛☛☛	Barrage	80, 80, 80, 50 x multi-hit, 800
Aerial Kick Flurry	air☛☛☛☛☛☛☛☛☛	Barrage	80, 80, 80, 80, 50 x multi-hit, 800
Aerial Punch Flurry	air☛☛☛☛☛☛☛☛☛	Barrage	80, 80, 80, 80, 20 x multi-hit, 800
Aerial Punch Flurry to Wicked Stomp	air☛☛☛☛☛☛☛☛☛☛	Barrage, Knockdown	80, 80, 80, 80, 20 x multi-hit, 800, 800
Overhead Dive Kick	air☛	Knockdown	200 (initial), 200 (during fall), 300 (landing point)
Aerial Bullet Climax (Hands)	air☛☛☛☛☛☛	None	40 x multi-hit
Aerial Bullet Spin (Feet)	air☛☛☛☛☛☛	Blast	50 x multi-hit
Aerial Uppercut	air☛☛☛☛☛☛	Launcher	100
Aerial Kickflip/Death Spin	air☛☛☛☛☛☛☛☛	Launcher	200 x 2 / 200 x 2, 25 x multi-hit

*Hold ☛ to activate Death Spin

**Same damage as normal gunshots

Hold Function: Shot and Ripple Laser

Hold Function Data

Technique	Command	Damage	Combo Points
Shot	Hold  upon executing an attack	Variable	1
Ripple Laser	Hold  upon executing an attack	60	1

Shot Data

Shot Type	Charge Duration	Damage
Shot Laser	5-19 frames	40
Zillion Laser	20-44 frames	50 x multi-hit
Bazillion Laser	45 frames	100 x multi-hit

*1 frame = 1/60 seconds

Shot

These amazing Shots have the power to hold an enemy in place momentarily while you perform follow-up strikes. When using the Bazillions it is important to note Bayonetta's firing poses and make tactical use of them. →  01/02/03/04

Ripple Laser

The Ripple Laser is a high intensity barrage of light pulses, which behave in a similar fashion to the rapid-fire shots of the Scarborough Fair set. Whether you are attacking or Evading, the Bazillions create a spectacular light show! →  05



Bazillions: Special Technique Effects

Technique	Added Effect
Evade	Rapid Fire
Step Effect	Fires Ripple Laser
Perfect Parry	Headbutt**
Stiletto	Hold  for Shot
Heel Slide	Hold  for Rapid Fire
After Burner Kick (Rising)	Hold  for Ripple Laser
After Burner Kick (Diving)	None
Tetsuzanko	Wicked Punish*, Hold  for Shot
Heel Stomp	Wicked Stomp*, Hold  for Ripple Laser
Witch Twist	Wicked Uppercut*, Automatic Rapid Fire
Umbran Portal Kick	Wicked Stomp*, Automatic Rapid Fire
Breakdance	Automatic Rapid Fire

*Requires 3 Magic Orbs

**See Scarborough Fair Perfect Parry data for damage and scoring.



RODIN



A magical and mysterious weapon, Rodin allows you complete control over all Angelic Weaponry. Via simple button combinations you will be able to call forth attacks from all of the Angel Arms in the game to utterly devastate the enemy. Even mighty opponents such as the Golem can be stunned in a single hit!

Weapon Data

Unlock Condition	Defeat Rodin
Production Version	—
Equip Type	Misc*
Weapon Type	Striking
Wicked Weaves	No

*Takes over both weapon slots.

Attack Type	Combo Points
All Attacks	10*

*Treated as Angel Arm, so Score Reduction Penalty does not apply.

Rodin Attacks

Technique	Command	Damage
Angelic Spear, Flail B, Battle Trumpet	⬇️⬆️⬇️	500, 500, 1,000, 1,500*
Angelic Spear, Flail A	⬇️⬆️	500, 200 x multi-hit
2-hit Angelic Spear to Claw Combo	⬇️⬆️⬇️⬆️	500, 500, 500, 500 x 2, 800
2-hit Angelic Spear to Bow-Sword Combo	⬇️⬆️⬇️⬆️⬇️⬆️	500, 500, 500, 200 x multi-hit, 200 x multi-hit, 1,000
Spear Combo	⬇️⬆️⬇️⬆️	500, 500, 100 x multi-hit, 1,000
Spear Combo to Ground Shock	⬇️⬆️⬇️⬆️⬇️⬆️	500, 500, 100 x multi-hit, 1,000, 1,000 (4 directions) / 1,000 @ directions)
Chainsaw Combo	⬇️⬆️⬇️⬆️	500 + 200 x 5, 500 + 200 x 5, 1,000 + 200 x 5
Great Axe	⬇️⬆️⬇️⬆️	800 x multi-hit, 1,500
Inferno	⬇️⬆️⬇️⬆️	500 x multi-hit**
Radial Beam	air ⬇️⬆️⬇️⬆️	1,000 x multi-hit
Bow-Sword Spin	⬇️⬆️⬇️⬆️	200 x multi-hit
Great Sword Rising Slash	⬇️⬆️⬇️⬆️	1,000

*Last 1,500 may hit twice depending on situation. **Activate by holding the button to make the attack time longer.



Battle Trumpet

Holding ⬇️ at any point will transform the golden halo set into a Battle Trumpet and fire a single high-energy shot.

Bow-Sword

The Bow-Sword can be summoned by simply holding ⬇️. Once Bayonetta readies the weapon you can either repeatedly tap ⬇️ to shoot a series of three single shot arrows, or hold ⬇️ for a powerful triple-arrow attack ➡️ 01.

Rodin: Technique Effects

Special Technique	Added Effect
Evade	None
Step Effect	None
Stiletto	⬇️ to activate (300 x multi-hit)
Heel Slide	Activates Great Sword (100)
After Burner Kick (Rising)	None
After Burner Kick (Diving)	None
Tetsuzanko	Wicked Punch*
Heel Stomp	Wicked Stomp*
Witch Twist	Wicked Uppercut*
Umbran Portal Kick	Wicked Stomp*
Breakdance	None

*Requires 3 Magic Orbs.

Note: All Rodin combo attacks can be performed on the ground or in the air.

Hold Function: Projectile Weapons

Hold Function Data

Technique	Command	Damage
Battle Trumpet	Hold ⬇️	1,500
Bow-Sword	Hold ⬇️	2,000*

*Hold button to shoot in 3 directions.

ANGEL ARMS

Certain types of normal opponents will drop the angelic weapon they carried into battle when killed. Press **☞** when standing over one of these Angel Arms to pick it up and give the Angels a taste of their own medicine!

Torture Attacks

In most cases, applying a Torture Attack to kill an enemy will cause the enemy to drop its Angel Arm upon death. Quickly grabbing this weapon and using it against the Angel's comrades will massively boost your score. In some cases (Beloved or Grace & Glory enemies, for example) killing the enemy with regular attacks is all that is required for an Angel Arm drop.

Usage

Angel Arms take over the **☞** and **☛** functions of Bayonetta's attacks as long as you are holding them. Normal attacks are not

possible while holding an Angel Arm, but Special Techniques are completely unaffected. If you want to drop an Angel Arm, simply click the Left Stick and it will be dropped on the ground, where you can choose to pick it back up later.

Endurance

Angelic weaponry cannot withstand Bayonetta's demonic powers for very long and will disintegrate after repeated use. The Angel Arm Endurance gauge is displayed on the left of the screen once you have an Angel Arm equipped. The number of uses per attack allowed is documented in the 'Uses' column of each weapon's attack chart.

ANGELIC SPEAR / HALBERD



Technique	Command	Uses	Damage	Combo Points
Spear Combo	☛☛☛	1	500, 500, 100 x multi-hit, 1,000	50, 50, 10, 10, 10, 100
Pole Dance	Press ☛ then ☞	1	200 x multi-hit	20

Spear/Halberd Combo

A single stylish combo sequence, powerful enough to take out a lesser Angel with a single execution. This attack strikes so hard and with such intensity that once activated it

is extremely unlikely the targeted enemy will be able to strike through it.

Pole Dance

This is what the Angelic Spear is all about! Press **☛** then rapidly spin the Left Stick to perform a deadly Pole Dance. This attack can rack up huge combo scores. Aim to dive into the heart of a group of Angels, and upon activation the whole troop will be trapped within the vortex this attack creates and suffer a huge number of hits.

Enemy Equipment Data	
Wielder	Arm Drop Condition
Affinity Type A	Torture Attack/Kill Enemy
Affinity Type E	Torture Attack/Kill Enemy
Applaud Type B	Torture Attack/Kill Enemy

BATTLE TRUMPET



Technique	Command	Uses	Damage	Combo Points
Energy Shot	☛	3	2,000	200
Hyper Energy Shot	☛☛	1	4,000	200

Energy Shot

Press **☛** and Bayonetta will fire a single blast of sonic energy, which is more than enough to see off any lesser angels in a single hit!

Hyper Energy Shot

You only get a single use of this technique, but due to the devastating attack power you'll soon see why! Press **☛☛** and Bayonetta will fire an extremely intense blast of sonic energy, which will make a serious mess of any Angel.

Enemy Equipment Data	
Wielder	Arm Drop Condition
Affinity Type B	Torture Attack

BATTLE HORN



Technique	Command	Uses	Damage	Combo Points
Linear Beam	Press then aim with and	1	200 x multi-hit	20
Radial Beam	Press	1	1,000 x multi-hit	100

Linear Beam

The opening animation of this attack is very long, but the results are well worth it. Press and Bayonetta will fire a long-distance, intense beam of sonic energy, which can rip through a whole group of enemies at once. While firing you can slowly aim the beam with and .

Enemy Equipment Data

Wielder	Arm Drop Condition
Affinity Type C	Torture Attack

Due to the intensity of the beam attack, this technique will quickly apply Stun status to any enemy caught in its path.

Radial Beam

This attack is best suited for use during Witch Time. Get right into the heart of a group of enemies and hit . Bayonetta will spin the Battle Horn like a hula-hoop and fire a powerful rotating beam attack.

FLAIL



Technique	Command	Uses	Damage	Combo Points
Overhead Swing		4	200 x multi-hit	20
Overhead Smash		2	500, 2,500	50, 250

Overhead Swing

The attack power of this technique is amazing. The Flail hits with such intensity that once caught up in the swing, most enemies have no chance of escape. The attack range how-

ever is very small, so make sure you use this attack right in the heart of a group of Angels, or against a huge enemy like the Beloved to score big.

Enemy Equipment Data

Wielder	Arm Drop Condition
Affinity Type D	Torture Attack

Overhead Smash

A quick swing, followed by an insanely powerful smash from above. This will make an impression on even the toughest of foes!

BOW-SWORD



Technique	Command	Uses	Damage	Combo Points
Bow-Sword Combo		2	500, 200 x multi-hit, 200 x multi-hit, 1,000	50 (opening), 20 (flurry), 100 (finish)
Divine Judgement	Press or hold	6 (normal), 2 (fully charged)	2,000	200

Bow-Sword Combo

The flexible nature of the Bow-Sword weapon allows for this spectacular flurry combo. Press three times in succession and Bayonetta will deliver a devastating flurry attack, followed by a massive spinning finish.

Enemy Equipment Data

Wielder	Arm Drop Condition
Appalud Type A	Torture Attack

Divine Judgement

This is a superb technique for dealing heavy damage from a distance. Quickly tapping will fire up to six single arrows. This is especially devastating when used against a large group of enemies. Holding to charge up the attack (signified by a purple glow) will launch three arrows at once, but the number of shots is reduced to just two.

Red Hot Tip! As the attack power of the Divine Judgement is so over the top, it is well worth using the normal shots and going for a larger number of hits.

GREAT SWORD



Technique	Command	Uses	Damage	Combo Points
Great Sword Combo	☛☛☛	1	1,000, 1,000, 2,500	100, 100, 250
Great Sword Rush	☛	1	100, 2,000	200

Great Sword Combo

A slow-moving, but very powerful 3-hit combo. It's best to use this technique within Witch Time, as the individual strikes are so powerful that they force the enemy backwards.

Enemy Equipment Data

Wielder	Arm Drop Condition
Arдор Type A	Torture Attack/Kill Enemy
Arдор Type B	Torture Attack/Kill Enemy

Great Sword Rush

A single rushing attack, which will run through smaller enemies in a single hit. Against stronger enemies it's far better to use the Great Sword Combo. The attack power of this attack doesn't really justify its single use limitation.

GREAT AXE / WAR HAMMER



Technique	Command	Uses	Damage	Combo Points
Axe/Hammer Swing	☛	2	800 x multi-hit, 1,500	80 (swing), 150 (slam)
Axe/Hammer Throw	☛	2	200 x multi-hit	20

Axe/Hammer Swing

Bayonetta will wildly swing the weapon around and strike all enemies within close range, before slamming down a single, powerful overhead strike. This attack is amazing

against the Beloved type Angels. Activate Witch Time and connect this attack at the enemy's head to score all hits of the swing, and an additional mass of hits as the final strike rips down the Angel's body.

Enemy Equipment Data

Wielder	Arm Drop Condition
Beloved Type A*	Kill Enemy
Beloved Type B	Kill Enemy
Beloved Type C	Kill Enemy
Braves	Kill Enemy

*Angel Slayer mode only

Axe Hammer Throw

Press ☛ and Bayonetta will lob the weapon at the currently targeted enemy, where it will deal rapid damage as it drives into its body. The axe or hammer will return to Bayonetta after it's thrown the first time, but will disintegrate after the second execution.

FIRE CLAWS



Technique	Command	Uses	Damage	Combo Points
Grapple Claw	Hold ☛ then release	6	500	50
Claw Combo	☛☛☛	2	500, 500 x 2, 800	50, 50, 80
Inferno	Hold ☛ then release	1	500 x multi-hit	50

Grapple Claw

Hold ☛ and Bayonetta will draw herself into a new stance as she charges the claws. Upon release, even distant enemies can be grappled and dragged over to your position.

Claw Combo

A slow, but powerful 3-hit combo. Due to its slow speed, this combo is best used within Witch Time.

Inferno

Here's the real star of the Fire Claw's attack arsenal. Hold ☛ and Bayonetta will begin charging the claws. Upon release, she will whip up a flaming storm capable of wiping out a whole group of enemies. A quick press of ☛ will perform a weaker version of this attack with quicker executing time, but it's far better to give it the full charge and go for the kill.

Enemy Equipment Data

Wielder	Arm Drop Condition
Grace	Torture Attack, Kill Enemy
Glorious	Torture Attack, Kill Enemy



LIGHTNING CLAWS

Technique	Command	Uses	Damage	Combo Points
Grapple Claw	Hold then release	6	500	50
Claw Combo		2	500, 500 x 2, 800	50, 50, 80
Ground Shock	Press or hold	1	1,000	100

Enemy Equipment Data

Wielder	Arm Drop Condition
Glory	Torture Attack, Kill Enemy
Gracious	Torture Attack, Kill Enemy

Ground Shock

The Grapple Claw and Claw Combo attacks with the Lightning Claws are identical to the Fire Claw versions. Holding , however, will charge the unique Ground Shock attack. Upon release, Bayonetta will unleash an electric shock, which will travel along the ground in all directions, bouncing off walls and other surfaces as it goes.



CHAINSAW

Technique	Command	Uses	Damage	Combo Points
Chainsaw Combo		1	500 + (200 x multi-hit), 500 + (200 x multi-hit), 1,000 + (200 x multi-hit)	50 (strike), 20 (multi-hit)
Chainsaw Drive		1	500 x multi-hit	50

Chainsaw Combo

An extremely slow, yet extremely powerful 3-hit combo. The Chainsaw hits multiple times on each strike as it rips through the enemy's body. Due to the low speed it is best to employ this attack during Witch Time.

Enemy Equipment Data

Wielder	Arm Drop Condition
Harmony	Torture Attack

Chainsaw Drive

A single powerful rushing attack to run a single opponent through. Despite only getting one shot at this technique, it is well worth using it due to its sheer power. When connecting this attack in mid-air you should input the command one jump height above the enemy, as Bayonetta will fall as she delivers the strike.



ACCESSORIES

The last, and potentially most powerful, set of upgrades and abilities Bayonetta can access come from buying and equipping the Accessories found in the Gates of Hell. We'll cover everything you need to know about each Accessory in this section.

Equipping Accessories

Once purchased, you can equip Accessories to one of two slots on the Equip screen. A third, lower slot is also available, but only the Immortal Marionette can be equipped here. Some Accessories will need to be unlocked by completing various conditions, but after unlocking them you'll still need to get them from the

Gates of Hell. Any such conditions will be noted in the table for each Accessory.

Once you've collected a few Accessories, you'll need to decide which two to equip. This will depend on the situation and the enemies you are fighting. Generally, however, one slot should always be filled with the Moon of Mahaa-Kalaa, due to its Parries being useful in almost all situations.

SERGEY'S LOVER

Sergey's Lover Data

Price	100,000 Halos
Activation	Press and hold  with at least four Magic Orbs available.
Magic Gauge Cost	One magic Orb per second
Effect	Creates a pair of after-images to mimic Bayonetta's attacks.
Scoring	3x score and damage per physical strike.

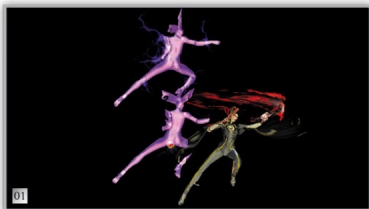


Sergey's Lover is a small doll-like accessory worn on the right arm. Activating this sacred item with  will summon a pair of after-images, which will perfectly mimic Bayonetta's attack movements →□ 01. Basically, while this ability is active, you are scoring an additional 2-hits for every physical strike you connect. The after-images

cannot mimic Wicked Weaves or gunfire, but at close range their physical striking capabilities are just as devastating as Bayonetta's!

Gauge Management

Once activated, this ability will drain the Magic gauge at a rate of one Magic Orb per second. Note that while there is no initial activation cost for this ability, you need a minimum of four Magic Orbs available in the Magic gauge or activation is disallowed. The magic drain rate is quite high, but remember that scoring physical attacks will replenish the Magic gauge as you strike. With



Sergey's Lover in play you will need to strike hard and fast to add Magic to the gauge while the Accessory depletes it. Keep up a constant barrage of attacks and you can actually keep this ability activated for an entire Verse.

A fantastic strategy to employ with Sergey's Lover, is to combine this accessory with the Gaze of Despair. The Gaze of Despair will keep all enemies on the field in a constant Enraged state. The Magic gauge fill rate for striking an Enraged enemy is doubled, so with a heavy barrage of attacks you'll easily shift the balance between the depletion and fill rate. You can easily end up filling the gauge faster than it depletes!

INFERNAL COMMUNICATOR

Infemal Communicator Data

Price	100,000
Activation	Press and hold  with at least four Magic Orbs available
Magic Gauge Cost	One Magic Orb per 2 seconds of use
Effect	Manifests five homing projectiles
Scoring	Five Combo Points per Little Devil strike

The Infernal Communicator will summon five miniature demons known as the "Little Devils," which will hover about Bayonetta while dormant →□ 02. Pressing either  or  will command these creatures to launch themselves at the targeted enemy,



striking quickly like a swarm of bees, before returning to Bayonetta. Once the formation of Little Devils have struck a target, they will not be able to attack again until they return to their starting formation around Bayonetta's body. Once they are back in place they will resume attacking when you next push the attack button.



PULLEY'S BUTTERFLY

Pulley's Butterfly Data

Price	100,000
Activation	Press and hold with at least four Magic Orbs available
Magic Gauge Cost	One Magic Orb per 2 seconds of use
Effect	Activates a damage-nullifying shield



Pulley's Butterfly will summon a set of five magical Butterflies, which will absorb damage on Bayonetta's behalf →□ 03. Each Butterfly can withstand 100 points of damage. Any amount above this is passed through the remaining number of Butterflies. The last Butterfly remaining will absorb the entire damage value of an incoming

This isn't an essential Accessory by any means, as its uses are far more situational than some of the others available to you. The Little Devils aren't very powerful, and don't actually have much range once they leave Bayonetta's side, but they can still be useful against enemies that are fast moving and dodge your attacks often. When used against smaller enemies, the Little Devils will very easily Stagger them, making things much easier for you.

ing attack. If, for example, you have a full set of five Butterflies in formation and are struck by an attack that deals 500 damage, then all five Butterflies will be destroyed. However, if you have a full set of five and get hit with an attack which does 400 damage, you will lose four Butterflies, and the one remaining will absorb the entire damage value of the next attack.

As you can see in this table, the damage value that each Butterfly can absorb is adjusted as you go up through the game's difficulty settings.

Shield Cancel

To quickly deactivate an instance of Pulley's Butterfly, so that you can reactivate a fresh shield, press and hold until your current set vanishes. The process of deactivating and reactivating your shield still takes a few seconds, so you'll need to move away from nearby enemies.

Shield Adjustment Per Difficulty

Butterfly #	Normal	Hard	Climax
1	100	200	300
2	100	200	300
3	100	200	300
4	100	200	300
5	Whole Attack	Whole Attack	Whole Attack



SELENE'S LIGHT

Selene's Light Data

Price	100,000
Activation	Automatically triggered upon taking a hit
Magic Gauge Cost	Four Magic Orbs per activation
Effect	Automatically triggers Witch Time



Selene's Light will instantly trigger Witch Time the moment an attack strikes you. This will activate a brief instance of Witch Time at a cost of four Magic Orbs. As Witch Time is activated the very moment you take a hit from an enemy, you will be subjected

to the damage and movement delay resulting from the hit connecting. This animation cannot be effectively cancelled by Evading, so if you sustain a particularly heavy attack that knocks Bayonetta off her feet, she will not be able to strike back immediately.

Selene's Light is best used as an emergency measure, rather than as an ability that you can exploit to gain the upper hand in battle. Since you sustain damage from the incoming strike, it's not an effective means of shielding yourself from harm. Should you be finding things overwhelming when first starting the game, then by all means equip this item. It will give you a moment to think after sustaining damage.

STAR OF DINĒTA

Star of DinĒta Data

Price	100,000
Activation	Automatically activated while taunting the enemy
Magic Gauge Cost	None
Effect	Replenishes health

Health Restore Data

Taunt Type	Health Regeneration
Short Taunt	100 health points
Long Taunt*	400 health points

*Health regeneration rate is 100 health points per second.

The Star of DinĒta is an extremely useful item when learning the game, or working out how to deal with an enemy's attacks. Simply taunt a targeted enemy and you will regain a small amount of health. There are two activation methods for this ability:

A quick tap of Left bumper (L1) button to activate a short Taunt and restore 100 points of health.



to activate the Long Taunt, and Evade when he attacks to enter Witch Time, where you can hold the button to Long Taunt once again. Keep this routine up and you can replenish your entire health gauge. Remember this technique when you start playing in Angel Slayer mode. During this huge endurance battle, health regeneration becomes vital!

Red Hot Tip! When an enemy enters Enraged Mode, an activation animation will execute. Continue to hold Taunt during this animation to regenerate health in safety.

EVIL HARVEST ROSARY

Evil Harvest Rosary Data

Price	100,000
Activation	Evade within five frames of an enemy attack connecting.
Magic Gauge Cost	None
Effect	Manifests an explosive ball of energy.
Scoring	Five Combo Points per explosion connection.



The phrase "reap what you sow" perfectly sums up the Evil Harvest Rosary. This accessory will automatically activate upon Evading an enemy attack within the same window that would allow Witch Time to activate. When activated, the Evil Harvest Rosary will manifest a single, highly volatile energy ball, which will explode on contact with any enemy. → □ □ 01

Auto Counter-Attack Data

Technique	Command	Damage
Energy Ball	Evade enemy attack within five frames.	1,000

The energy ball scores five Combo Points per hit, per enemy when it explodes. Larger enemies or enemies caught within the very centre of the blast will often endure multiple hits from the blast. This counter-attack blast is very powerful; the explosion will stag-

ger or scatter all but the heaviest enemies and keep the Combo Multiplier active while you dodge incoming attacks. While the Evil Harvest Rosary is equipped, Witch Time will be disabled. What you gain in defence is off-set by what you lose in terms of big combo chances within Witch Time.

Red Hot Note! Since you don't have access to Witch Time on the Non Stop Climax difficulty setting, equipping this Accessory effectively comes with no penalty. This makes it a great substitute for Witch Time on that setting, by Staggering enemies long enough to give you an opening to attack after Evading.



GAZE OF DESPAIR

Gaze of Despair Data

Price	100,000
Activation	Constant effect
Magic Gauge Cost	None
Effect	Enrages all enemies on the field.
Scoring	Combo Points per attack increased by 50%.
Enemy	Enemy physical attack power increased x2.



This ancient mask is extremely offensive to Angels! Simply equipping this item will automatically trigger all enemies on the field to enter a state of absolute fury. Enemies in an Enraged State will attack faster, more often and become stronger. Their bodies will become tougher and their weight will increase to make aerial combos much harder.

This accessory is extremely useful against bosses. The increased Magic gauge recharge rate will enable you to make almost constant use of Bayonetta's Special Techniques. The high Combo Points grade thresholds for boss battles can be easily attained by equipping this item. When playing Hard and Non-Stop Climax difficulties, the speed of the boss' attacks will also not increase any further, as the difficulty setting has already put this at maximum.

MOON OF MAHAA-KALAA

Moon of Mahaa-Kalaa Data

Price	200,000
Activation	Constant effect
Magic Gauge Cost	None
Effect	Nullify incoming damage.

The Moon of Mahaa-Kalaa is an extremely important accessory! Equipping this item totally changes the possibilities of your fighting style by enabling the Parry System. It is highly recommended that you buy this Accessory as quickly as possible. Try training yourself by repeating the Vestibule Chapter, earning halos as you do. Having this accessory at your disposal by the time you hit the major bosses will make your life a lot easier.



Parry Data

Activation	Tap the Left Stick directly towards an incoming attack within five frames of the attack connecting.
Effect	Nullifies damage.
Magic Gauge Gain	One Magic Orb per Parry.
Scoring	None

Shiva's Impact (Parry)

In order to parry and nullify the damage of an incoming attack, you simply have to meet the strike by tapping the Left Stick directly toward the incoming strike. The timing for the strike is the same as Witch Time activation; as long as you have pushed **⬅** at the attack within five frames of the strike dealing damage, then the strike will be Parried and nullified → **□ 02**. This system allows for repeated Parry attempts, meaning that you can repeatedly tap **⬅** directly at the attack as it approaches. Once the attack is within the five frame range, the Parry will be executed. The action of parrying is completely independent of Bayonetta's animation. Regardless of where you are in terms of attack animation, as long as you get the timing and direction right you will Parry the incoming strike. Even in situations where you are completely open to attack, such as during the Final Evade pose, you can still Parry any incoming attack!

During boss battles you will find that you'll need to employ long-distance Wicked Weave attacks quite often. Working Parries into your attack routine will quickly charge the Magic gauge, allowing you to make frequent use of techniques such as the Tetsuzanko to score hits from a distance.

Stagger

Against most non-boss enemies, the act of stopping one of their attacks dead with a Parry will leave the enemy Stunned for a moment. Certain enemies, such as the Ardor, can defend against your attacks and interrupt your combo flow. But if you first Stagger the enemy, you will be presented with a perfect opportunity to counter-attack with a powerful strike or begin a new combo sequence.

Enemy Lure

A superb feature the Gaze of Despair provides is the Enemy Lure effect. While Bayonetta has this mask equipped, all Angels will attack her and her alone. Even if there is another target on the field, such as when you to protect little Cereza or during an Out-Of-Body battle Alheim Portal, the enemy will not even look at them.

Projectile Parrying

Parrying a projectile attack will deflect the shot straight back at the sender, dealing damage while boosting the Combo Multiplier. This is a fantastic strategy to employ during the game's boss battles, as these huge creatures will often use projectiles from a distance. Repeatedly tapping the Left Stick towards them will easily deflect each blast and earn you a much bigger score.

Shiva's Revenge (Perfect Parry)

Shiva's Impact, or the Perfect Parry as called in this guide, is a high-risk/high-reward technique. Learning this technique will allow you to devastate even the toughest enemies. The input command for a Perfect Parry is the same as the regular variety, but the timing has to be absolutely spot-on! To achieve a Perfect Parry you must input the Parry command within the damage-dealing frames of an enemy attack. This will activate an extended instance of Witch Time (except on Non Stop Climax), and execute an automatic counter-attack with the currently equipped weapon. → **□ 03**

Perfect Parry Data

Activation	Tap the Left Stick directly towards an incoming attack during the damage frames of the attack connecting.
Effect	Activates an extended instance of Witch Time (up to 8.5 seconds), an automatic counter-attack and replenishes health gauge by the total damage nullified + 100 health points. 3 Magic Orbs, 2 (execution) + 1 (counter-attack).
Magic Gauge Gain	Five Combo Points per hit for enemies within range of the counter-attack + weapon specific ⚡ attack Combo Points award.
Scoring	



The counter-attack differs between the various weapons of Bayonetta's arsenal, but in all cases you can use **W** to completely cancel the automatic counter-attack activated by scoring a Perfect Parry. Hold the Left Stick towards the enemy upon scoring the Parry and press **W** to cancel the counter-attack animation and Evade towards the target – from here you can begin the attack of your choice immediately.

Scoring a Perfect Parry while playing Normal and Hard mode will activate an extended instance of Witch Time, regardless of whether or not Witch Time activation is possible via an Evade for

that particular attack. The initial Witch Time duration of the Perfect Parry is 3 seconds, and this can be extended to up to 8.5 seconds if you immediately attack with a fast and heavy barrage of physical strikes. Such a lengthy Witch Time duration will allow you to deal extremely heavy damage, even against difficult enemies like Gracious & Glorious or your rival Jeanne.

Red Hot Note! As if the extended Witch Time isn't enough, your health gauge is replenished by the total damage nullified by the Perfect Parry, plus an extra little bonus of 100 health points!

ETERNAL TESTIMONY

Eternal Testimony Data

Price	500,000 Halos
Activation	Constant effect
Magic Gauge Cost	None
Effect	Automatically charges two Magic Orbs at the rate of one Orb every 1.66 seconds (100 frames).

The Eternal Testimony will automatically charge two Magic Orbs of the Magic gauge. A neat little item which might come in handy when you are low on Magic and need to activate a special technique. Having this Accessory equipped when fighting enemies where using repeated Weave Tetsuzankos is necessary, will mean that you can use the attack more often when your Magic is low.



Since the Tetsuzanko gives you an Orb back upon connecting, this almost grants you an infinite supply of Weave attacks.

Whilst this Accessory is not on the same level as the Moon of Mahaa-Kalaa, it can be useful to combine it with other Accessories that require Magic to activate.

BRACELET OF TIME

Bracelet of Time Data

Unlock Condition	Complete game in under 3 hours, then enter the Gates of Hell.
Price	200,000 Halos
Activation	Press and hold Left bumper/ L1 button.
Magic Gauge Cost	One Magic Orb per 0.5 seconds use.
Effect	Manually activate Witch Time. Regular Witch Time via evade disabled, Taunt disabled.



With this amazing Accessory you can activate Witch Time at your leisure! Simply press and hold Left bumper/**L1** button and Witch Time will activate, at a cost of one Magic Orb per 0.5 seconds use. **→□□□**. While the Bracelet of Time is equipped, Witch Time will not activate via the usual method of Evading an enemy attack. The Perfect Parry Witch Time activation, however, is completely unaffected. It

is possible to score a Perfect Parry to activate Witch Time, build up the Magic Gauge by attacking an enemy, and then hold Left bumper/**L1** button to seamlessly switch over to a Bracelet of Time Witch Time activation as the Perfect Parry instance is about to end.

Red Hot Note! Even if the enemy is in Enraged State the Magic Gauge will not fill up as you dish out attacks, nor will Magic Recovery items have any effect during Witch Time that is activated via the Bracelet of Time. This would be a little too good to be true!

As Taunt is disabled when this Accessory is equipped, you may want to pair it up with the Gaze of Despair to increase the fill rate of the Magic gauge. When playing Non Stop Climax you will find this combination extremely useful. With the increased Magic gauge fill rate applied by the Gaze of Despair, you can manually activate Witch Time when fighting tough opponents after sufficiently building the Magic gauge via attacking.

It's best to fill your Magic Gauge as much as possible before manually activating Witch Time. This will allow you to deal extremely heavy damage in complete safety. Plan your activations carefully. For example, when playing against bosses in Non Stop Climax, it's often worth replicating the Normal and Hard Witch Time activation locations, and attacking hard upon activation.



IMMORTAL MARIONETTE

Immortal Marionette Data

Unlock Condition	Complete Easy Mode or below
Price	100,000 Halos
Activation	Constant effect
Magic Gauge Cost	None
Effect	Activates Easy Auto mode, reduces Combo Points by half.

Clearing the game's easy settings will allow you to carry the Easy Automatic play system over to the higher difficulties. The effective auto-pilot style of play Easy Auto provides comes at a cost: all Combo Points earned will be reduced by half.

This Accessory occupies the lower slot in the Accessory Equip menu. As it occupies its own private slot, you are still able to



equip any two of the other Accessories you wish. While you may have the Easy Auto style of combos and attacks, the enemies will still attack and behave like those on the higher settings. So you're not guaranteeing yourself an easy time by equipping this Accessory.

CLIMAX BRACE

Climax Brace Data

Unlock Condition	Obtain 101 Umbran Tears Of Blood and enter the Gates of Hell.
Price	500,000
Activation	Constant effect
Magic Gauge Cost	None
Effect	Activates Umbran Climax Mode



The ultimate power, feared by both Angels and Demons alike, is the terrifying Climax Bracelet. Equipping this legendary item will push Bayonetta into a constant Climax Mode. This level of power is usually only displayed during epic battles with the game's giant bosses. Each and every physical strike you deal will be accompanied by a Wicked Weave attack. As you can imagine, this level of power



when used against the game's regular enemies is absolutely overwhelming → 02. Due to the god-like power this Accessory gives the player, any scores earned while the Climax Brace is equipped will not be saved by the game or officially recorded in the Bayonetta online leaderboards. It can still be used, however, to help unlock some of the game's harder secrets. See the Secrets chapter for more on this.







Secrets

Chapter 6

SECRETS

Chapter 6

Bayonetta is absolutely loaded with hidden items, unlockables, treasures, and a staggering array of references. In this chapter we will cover all unlockable items, and show you how to obtain each one. We'll also divulge the Easter Eggs, hidden tricks, and even cover many of the external references that pepper this amazing game. Read on to remove the veil and completely expose Bayonetta!

UNLOCKABLES

There are many unlockables for you to acquire in the game. From Achievements/Trophies, to weapons, to extra characters; they are all there. In this section we will detail every unlockable and how to get it. Read on to learn about the multitude of unlockables that you can use to enhance your gameplay.

SPECIAL GAMEPLAY

Special Unlockables

Unlockable	Description	Requirement
Hard Mode	Hard difficulty level of gameplay.	Clear all Chapters on Normal difficulty level.
Non Stop Climax Mode	Very hard difficulty level of gameplay.	Clear all Chapters on Hard difficulty level.
Handguns	Normal version of the handguns. Wicked Weave attacks are disabled with these. Two pairs of guns, which can be equipped to hands and feet simultaneously.	Clear all Chapters on Normal difficulty level.
Sai Fung	Nunchaku weapon. Can be equipped to hands only.	Complete 100 Chapters (can be the same chapter over and over again).
Bazillions	Laser gun weapon. Two pairs of guns, which can be equipped to hands and feet simultaneously.	Clear all Chapters on Hard difficulty level.
Pillow Talk	Laser sword weapon. Can be equipped to hands only.	Clear all Chapters on Non Stop Climax difficulty level.
Rodin	Golden Rings weapon which trigger Angel Arm attacks. There are 4 rings, and equipping these automatically fills both hand and foot slots for a weapon set.	Beat Rodin.
Eternal Testimony	Gives you two free orbs of Magic that constantly refill.	Available in the Gates of Hell after obtaining 50 Umbran Tears Of Blood.
Immortal Marionette	Enables Automatic combat settings. Can only be equipped to the third accessory slot.	Available in the Gates of Hell after clearing all Chapters on Very Easy or Easy difficulty level.
Bracelet Of Time	Allows you to activate Witch Time by pressing the Taunt button. Taunts are disabled with this equipped. Witch Time can not be activated with evasion when this is equipped.	Available in the Gates of Hell after clearing all Chapters on Normal difficulty level or higher in under three hours.
Climax Brace	Enables Boss Mode weapon condition so that all weapon attacks unleash a Wicked Weave strike.	Available in the Gates of Hell after obtaining 101 Umbran Tears Of Blood.
Platinum Ticket	Allows you to fight Rodin.	Obtain 10 million Halos in total (incl. Halos already spent).
Super Mirror (Bayonetta)	Allows you to change Bayonetta's costume.	Available in the Gates of Hell after clearing all Chapters on Normal difficulty level.
Super Mirror (Jeanne)	Allows you to change Jeanne's costume.	Available in the Gates of Hell after clearing all Chapters on Normal difficulty level with Jeanne.
King Of Little Devils ZERO	Allows you to play as Zero through the game. You must start a new game to do so.	Clear all of Angel Slayer.
Jeanne	Allows you to play as Jeanne through the game. You must start a new game to do so.	Obtain Platinum Rank for all the Chapters in Normal difficulty level.
Gallery	This is added as an option to the main Title Screen. The gallery has concept art, CG art, and music from the game.	Clear all Chapters on any difficulty level.
Angel Slayer	Add the "Lost Chapter" to the Chapter Select menu.	Clear all Aether Portals.

THE GALLERY

When you clear the game on any difficulty level, the Gallery will be added to the Title Screen. The Gallery contains loads of artwork and music from the game. Here is what you'll find inside the Gallery. ➔ 01

Concept Art

- ◆ Characters: sketches of the characters in the game.
- ◆ Objects: sketches of weapons and other objects.
- ◆ Backgrounds: sketches of environmental items.
- ◆ View All: this is a slide show that displays all entries from the first three categories.

Sound Jukebox

There are seven albums (LPs) to choose from, and each LP has a unique song set. Use the controller's shoulder buttons to scroll right & left through the LPs and use the directional pad to scroll up & down through the various songs.

3D Models

- ◆ Bayonetta: CG models for Bayonetta showing her various costumes and weapons equipped.
- ◆ Jeanne: CG models for Jeanne showing her various costumes and weapons equipped.
- ◆ Supporting Cast: CG models for Luka, Cereza, Balder, Rodin, and Enzo.



- ◆ Humans: CG models for various town people.
- ◆ Beast Within: CG models for the various beast forms of Bayonetta and Jeanne.
- ◆ Angels: CG models for all the in game basic enemies.
- ◆ Bosses: CG models for all the in game Bosses.
- ◆ Infernal Demons: CG models for all the Climax Kill demons.

New Release

Let's Dance Boys: This is the dance movie that plays at the end of the credits when you beat the game.

WEAPONS

Bayonetta starts off with handguns, but that is a far cry from the full arsenal she can obtain. This section lists all of the weapons you can acquire and tells you how to get them.

Bayonetta's Arsenal		
Weapon	Description	Requirement
Scarborough Fair	Enchanted handguns	Complete the Vestibule chapter.
Onyx Roses	Shotgun	Angelic Hymn: Trois Marches Militaires. 1 piece, Chapter I, Verse 4.
Shuraba	Katana	Angelic Hymn: Quasi Una Fantasia. 1 piece, Chapter II, Verse 7.
Kulshedra	Whip	Angelic Hymn: Fantaisie-Improvis. 1 piece, Chapter III.
Durga	Electric & Fire claws	Angelic Hymn: Sonate in DK. 448. 3 pieces, Chapter V.
Odette	Ice skates	Angelic Hymn: Les Patineurs Waltz op. 183. 3 pieces, Chapter VI.
Lt. Col. Kilgore	Bazooka	Angelic Hymn: Messiah. HWW. 56. 3 pieces, Chapter IX.
Handguns	Normal handguns	Complete Normal difficulty.
Sai Fung	Nunchaku	Angelic Hymn: Walkürenritt. One piece, complete 100 Chapters.
Bazillions	Laser gun	Angelic Hymn: Mars, the Bringer of War. One piece, complete Hard difficulty.
Pillow Talk	Laser sword	Angelic Hymn: Jupiter, the Bringer of Jollity. One piece, complete Non Stop Climax difficulty.
Rodin	Golden rings	Beat Rodin in the Platinum Ticket fight.

THE GATES OF HELL

Rodin has a lot of merchandise for sale. In this section we will detail his entire inventory, its price and how to unlock the hidden items. The grand total required to purchase everything in the Gates of Hell (excluding the Lollipopps and the Red Hot Shot) is a staggering 6,434,399 Halos.

Weapons		
Alt Weapons	Halo Price	Requirement
Onyx Roses	69,800	Acquire Onyx Roses in the game.
Lt. Col. Kilgore	99,800	Acquire Lt. Col. Kilgore in the game.
Durga	129,800	Acquire Durga in the game.
Total	299,400	

Accessories		
Accessory	Halo Price	Requirement
Sergey's Lover	100,000	Stock item.
Infernal Communicator	100,000	Stock item.
Pulley's Butterfly	100,000	Stock item.
Selene's Light	100,000	Stock item.
Star of Dineta	100,000	Stock item.
Evil Harvest Rosary	100,000	Stock item.
Gaze of Despair	100,000	Stock item.
Moon of Mahaa-Kalaa	200,000	Stock item.
Eternal Testimony	500,000	Obtain 50 Umbran Tears of Blood.
Bracelet of Time	200,000	Clear Normal or higher in under three hours.
Climax Brace	500,000	Obtain 101 Umbran Tears of Blood.
Immortal Marionette	100,000	Clear Very Easy or Easy.
Total	2,200,000	

Items		
Item	Halo Price	Requirement
Green Herb Lollipop	2,000	Stock item.
Mega Green Herb Lollipop	3,500	Stock item.
Bloody Rose Lollipop	5,000	Stock item.
Mega Bloody Rose Lollipop	8,000	Stock item.
Yellow Moon Lollipop	5,000	Stock item.
Mega Yellow Moon Lollipop	8,000	Stock item.
Purple Magic Lollipop	3,000	Stock item.
Mega Purple Magic Lollipop	5,000	Stock item.
Red Hot Shot	5,000	Stock item.
Witch Heart	30,000	Stock item: 5 in stock (150,000 for all).
Moon Pearl	30,000	Stock item: 8 in stock (240,000 for all).

Techniques		
Techniques	Halo Price	Requirement
Air Dodge	10,000	Stock item.
Stiletto	20,000	Stock item.
Heel Slide	20,000	Stock item.
Heel Stomp	30,000	Stock item.
Breakdance	15,000	Stock item.
After Burner Kick	20,000	Stock item.
Witch Twist	15,000	Stock item.
Umbran Portal Kick	15,000	Stock item.
Bat Within	30,000	Obtain Panther form in Chapter V.
Crow Within	20,000	Obtain Panther form in Chapter V.
Umbran Spear	20,000	Purchase Crow Within.
Total	245,000	

Rodin's Treasures		
Treasure	Halo Price	Requirement
Umbran Elegance #01	30,000	Obtain Kulshedra.
Umbran Elegance #02	30,000	Obtain Lt. Col. Kilgore.
Umbran Elegance #03	30,000	Obtain Odette.
Umbran Elegance #04	30,000	Obtain Sai Fung.
Umbran Elegance #05	30,000	Obtain Durga.
Platinum Ticket	999,999	Obtain 10 million Halos in total (incl. Halos already spent).
Super Mirror	100,000	Clear Normal and higher difficulty levels.
Couture Bullet (PE Uniform)	100,000	Purchase the Super Mirror.
Couture Bullet (d'Arc)	100,000	Purchase the Super Mirror.
Couture Bullet (Various)	100,000	Purchase the Super Mirror.
Couture Bullet (Old)	100,000	Purchase the Super Mirror.
Couture Bullet (Umbr)	100,000	Purchase the Super Mirror.
Couture Bullet (Nun)	100,000	Purchase the Super Mirror.
Couture Bullet (Queen)	100,000	Purchase the Super Mirror.
Total	3,299,999	

COSTUMES

There are two ways to alter Bayonetta's appearance. One is by equipping an Umbran Elegance with the appropriate weapon, and the other is to select a special costume from the Chapter Select menus. During gameplay, you will acquire new weapons that unlock Umbran Elegances, a perform treasure in Rodin's store.

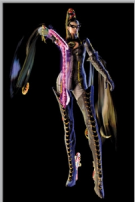
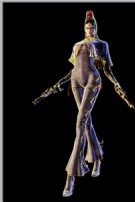
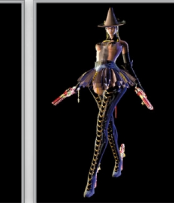
If you equip an Umbran Elegance via the Item menu, and also equip the corresponding weapon, Bayonetta's appearance will subtly change. Equipping the Umbran Elegance can be done at any time while playing. The effect of Umbran Elegance can be

stacked, such as having Kulshedra equipped to hands and Odette equipped to feet. That weapon set would allow you to stack the effects of Umbran Elegance #01 & #03.

Changing costumes must be done via the Chapter Select menus before you start playing. Costumes override the Umbran Elegance thus nullifying the perfume's effect. When wearing a costume, the hair effect of a Climax Kill is cancelled. This means Bayonetta will not lose her clothes during those kills.



BAYONETTA'S COSTUMES

Umbran Elegance #01 Kulshedra 	Umbran Elegance #02 Lt. Col. Kilgore 	Umbran Elegance #03 Odette 	Umbran Elegance #04 Sai Fung 	Umbran Elegance #05 Durga (Lightning) 
Umbran Elegance #05 Durga (Fire) 	Super Mirror Umbran Komachi A 	Umbran Komachi B 	Umbran Komachi C 	Couture Bullet (d'Arc) d'Arc 
Couture Bullet (Umbr) Umbr 	Couture Bullet (PE. Uniform) PE. Uniform A 	PE. Uniform B 	PE. Uniform C 	Couture Bullet (Nun) Nun Costume 
Couture Bullet (Old) Old 	Couture Bullet (Various) Various A 	Various B 	Various C 	Couture Bullet (Queen) Queen 

JEANNE'S COSTUMES

Super Mirror

Umbran Komachi A



Umbran Komachi B



Umbran Komachi C



Couture Bullet (Old)

Old



Couture Bullet (Umbra)

Umbra



Couture Bullet (PE. Uniform)

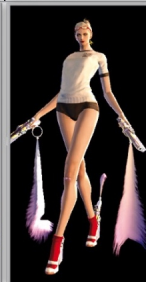
PE. Uniform A



PE. Uniform B



PE. Uniform C



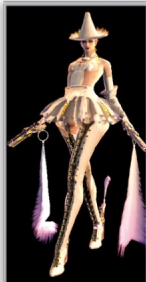
Couture Bullet (Nun)

Nun



Couture Bullet (Queen)

Queen



Couture Bullet (Formal)

Formal A

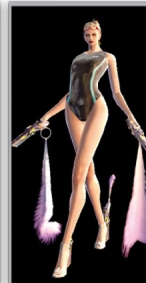


Formal B (Cutie J)



Couture Bullet (Various)

Various A



Various B



Various C



JEANNE

If you achieve a Platinum rank for all the Chapters in Normal difficulty, you will unlock Jeanne as a playable character. You needn't get platinum on a first pass through the game, but can simply replay each Chapter as often as needed until you get the desired rank. Once that rank is yours, make sure you Update your play history at the final ranking screen. In order to play as Jeanne, you must start a new game – you can not use your save files and Chapter Select from the game you played as Bayonetta.

Attribute Changes

Jeanne's character comes with several tweaks which affect basic gameplay. You'll notice that Jeanne's weapons all have different names than those used by Bayonetta, as well as slightly different appearances. However, all of Jeanne's weapons are equivalent to Bayonetta's.

- ◆ Has a 1.5x modifier for Wicked Weave attacks. This means Jeanne inflicts 50% more damage with Wicked Weave attacks than Bayonetta.
- ◆ Has a 1.5x modifier for damage received. This means Jeanne receives 50% more damage from enemy attacks than Bayonetta.
- ◆ Jeanne can only activate Witch Time by a perfect evasion. This requires the evasion to commence at the precise moment the attack hits Jeanne. This is the same condition as required for Bayonetta's Bat Within technique.

- ◆ Jeanne can Evade an unlimited number of times in a row. Bayonetta is locked to only five evasions in a row.
- ◆ Jeanne has the Moth Within Technique (same as Bat Within for Bayonetta) from the start. It's not sold in the shop.
- ◆ Jeanne gains double combo points during Witch Time

Jeanne's Weapon Cross-reference

Jeanne's Weapon	Bayonetta's Weapon	Description
All 4 One	Scarborough Fair	Enchanted handguns
Garnet Roses	Onyx Roses	Shotgun
Angel Slayer	Shuraba	Katana
Vritra	Kulshedra	Whip
Kali	Durga	Electric & Fire claws
Karen	Odette	Ice skates
Col. Slade	Lt. Col. Kilgore	Bazooka
Tang Lung	Sai Fung	Nunchaku
Bloody Moon	Pillow Talk	Laser sword

Treasures

Jeanne does not get to use the Umbran Elegances, so they will not appear in the Gates of Hell. You can unlock the Super Mirror for Jeanne by completing Normal difficulty with her. Like Bayonetta, she has several costumes to choose from. All of them are nearly identical to the styles Bayonetta has, but with different colours. Jeanne can also unlock the Platinum Ticket if you obtain 10 million Halos with her.

All 4 One



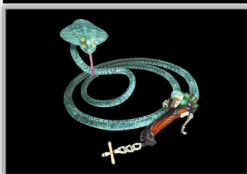
Garnet Roses



Angel Slayer



Vritra



Kali



Karen



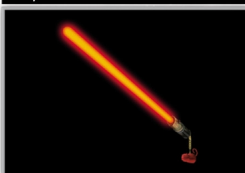
Col. Slade



Tang Lung



Bloody Moon



ZERO: KING OF LITTLE DEVILS

If you complete all of *Angel Slayer*, then you will unlock Zero as a playable character. As with Jeanne, you must start a new game in order to play as Zero. Zero uses the same weapon set as Bayonetta.

Attribute Changes

Like Jeanne, Zero's attributes have been tweaked a bit, which will affect gameplay.

- ◆ Can only sustain two hits of damage. The first hit will always strip Zero's HP down to 1 no matter how many points he has. The second hit will kill him. However, you can gain health via items and the Star of Dinéta accessory (via a Taunt). Any health that you gain above 1 HP will be stripped when you are hit by an enemy. This will leave you with only 1 HP again. A little trick to keep Zero alive when he is down to 1 HP is to Taunt with Star of Dinéta equipped. The Taunt nets you 100 HP for a total of 101. You can then take a hit stripping you back down to 1 HP, and from there, the next hit will kill you unless you Taunt again to gain another 100 HP. Obviously, it's pointless to Taunt excessively or use several items for health since the first enemy strike will always strip all HP above 1 point.
- ◆ Zero moves faster than Bayonetta and Jeanne.
- ◆ Can summon "Little Devils" without the Infernal Communicator accessory.
- ◆ Gains 2x magic (compared to Bayonetta).

- ◆ Zero does not change into Panther or Crow forms, but he can perform the same feats. This means that, once you have acquired the technique, you can press the button to activate Panther form and Zero will run as fast as the Panther, but he will not change his appearance. The same thing happens with Crow form – he can fly, but his appearance remains the same. Zero's Crow form is called "Phantom Within" and his version of Umbran Spear is called "Phantom Flash."



Treasures

Zero doesn't get to change his appearance at all. This means that the Gates of Hell will not sell Umbran Elegances or the Super Mirror when you play as Zero. The only Treasure sold in the shop is the Platinum Ticket. As with Bayonetta and Jeanne, you'll need to obtain 10 million Halos to unlock it.

PLATINUM TICKET

If you obtain 10 million Halos, Rodin will sell the Platinum Ticket in his shop for 999,999 Halos. Buying the ticket starts the ultimate Boss Fight against Rodin himself. The fight takes place on the Non Stop Climax difficulty, and there is no way to change that. It's truly a challenging fight, but fortunately, if you lose, Rodin refunds your 999,999 Halos! You should be aware that the 10 million Halo requirement to unlock the Platinum Ticket is cumulative and includes all Halos that you have spent. So if you have spent 6 million Halos in the Gates of Hell, you only need to acquire another 4 million to unlock the ticket. For a full strategy on fighting Rodin, please refer to the "Defeating Rodin" section found later in this chapter.

→ □ 01



ANGEL SLAYER



If you clear all 21 Alfheim Portals in the game, you'll unlock the Lost Chapter in the Chapter Select menu. This is the *Angel Slayer* chapter, which is a special battle arena of sorts. You are faced with a series of Alfheim style battlegrounds where you must defeat every enemy in order to progress to the next battle. There are five Verses, and each Verse has ten battles with the exception of the fifth Verse, which has 11, giving you a total of 51 battles to clear. → □ 02

For a full strategy on how to accomplish this ultimate challenge, please refer to the "Clearing *Angel Slayer*" section found later in this chapter.

DEFEATING RODIN

Father Rodin is easily the hardest enemy in the entire game. If you've fought against him already and seen his incredible strength and lightning-fast reactions, you may think that the battle is outrageous. Fear not, however, as it is neither outrageous, nor unfair as long as you have the right strategy. Here you'll find ones that are certain to make short work of Rodin. Note that these strategies are based on playing with a fully charged Magic gauge.

Red Hot Tip! Don't forget that you don't have to pay 999,999 Halos again as long as you choose "Continue" after the battle.

BEHAVIOUR

Rodin will start off slowly, but he changes his attacking pattern in the second half of the battle (once about half of his blue energy gauge is depleted). Here are the differences:

- ◆ He uses a longer version of the Punch Rush Combo.
- ◆ His Thrust attack will become much quicker, and will gain a second strike after the first one.
- ◆ He will release two spheres when he uses the Soul Sphere attack.
- ◆ He gains a very quick Wicked Weave-like attack, and will often use it repeatedly in quick succession.
- ◆ He stops using the Meteorite attack
- ◆ He can now use his Death Grab attack.

It is extremely important to Evade the Death Grab attack. Once it connects, Rodin will execute a devastating combo sequence, and Bayonetta will be left with no Health and unable to withstand any type of hit. This attack is signalled by Rodin's right hand beginning to flash, just before he raises it. Use Beast Within combined with Evades to get away and ensure that the attack misses. Evading the attack is not that difficult, due to its long preparation time, but Father Rodin will execute the attack much more quickly when his energy is reduced to about half of his yellow gauge, giving you less time to react.

STRATEGIES

Shuraba's

Activate the Butterflies of Protection immediately, and then

use Dodge Offset to quickly access a Wicked Slice attack with . You should reactivate your shield only when it's necessary, and try to keep your Magic for the second half of the battle, where keeping the shield active will be essential. If you need to reactivate your shield, do so after blasting Rodin away with your Wicked Slice. Aim to land your Wicked Slice just as Rodin is coming within range, so that you can keep him away as much as possible. You'll need to Evade Rodin's attacks when the shield is not active, aiming to stay safe and using Dodge Offset to strike with the Wicked Slice once there's an opening.

Pillow Talk

Start the battle with Shuraba and activate your shield with Pulley's Butterfly. Hit Rodin with a Wicked Slice to blast him away as in the previous strategy. Once Rodin is knocked away,

use the space to switch to Pillow Talk and charge its Laser Jai Jutsu to Level 1. Continue charging the Jai Jutsu to the highest Level by using Dodge Offset to store your current Level while Evading.

Once fully charged, ensure your shield is activated and unleash the attack upon Rodin. You can take advantage of Rodin's Meteorite or Fireball attacks to ensure he won't evade your attack. You can then knock him away again with and begin charging to repeat the process.

Shuraba	Bazillions	Pulley's Butterfly
		Evil Harvest Rosary

Shuraba Tetsuzankos

This strategy is centred around using your entire Magic gauge for Shuraba Tetsuzankos. This attack has incredible range and will always blast Rodin away, giving you space to set up your next Tetsuzanko. When the battle begins, lock on to Rodin and attack him with a Tetsuzanko to blast him away. Lock on again as he's making his way back to you, and hit him with another Tetsuzanko just as he comes into range. Repeat this process until your entire Magic gauge is depleted. When you blast Rodin away, keep shooting with to keep your combo. Begin using Evades and Parrying with Moon of Mahaa-Kaala to regain your Magic, so that you can use more Tetsuzankos.

Long Range Lasers

Do not activate your shield at the beginning, because you'll need

your Magic in the second half of the battle. Use the Beast Within to get away from Rodin, and begin to deal damage with . Again, Rodin's Meteorite attack presents a nice attacking chance. Watch the ground for where the Meteors will fall and shoot the Bazillions as often as you can while avoiding the Meteors.

Activate your shield in the second half of the battle once Rodin gets serious, and continuously attack him with the Bazillions. You will lose only one Butterfly if you let Rodin's Death Grab hit you, so if your shield is full you should ignore this attack and keep shooting to damage him.

Shuraba	Bazillions	Pulley's Butterfly
		Evil Harvest Rosary

Shuraba	Durga (Fire)	Moon of Mahaa-Kaala
		Evil Harvest Rosary

EASY WIN

Rodin is arguably the hardest fight in the game. However, there is a way you can tip the odds heavily in your favour. By using the right accessories and weapons, you can defeat Rodin in a matter of seconds. If you are struggling to defeat Rodin and unlock his special weapon, then try this approach. Be warned though, it makes the fight so easy that it's almost like cheating.

First you will need the weapon Pillow Talk which means you have to clear Non Stop Climax mode. Next, you need the Accessory Climax Brace which means you'll have to collect all 101 Umbran Tears of Blood. Finally, you need the Accessory Sergey's Lover.

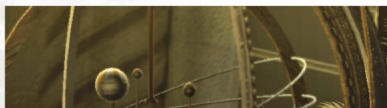
Start by playing Chapter I. In Verse 2, leave all but one enemy alive, and then repeatedly taunt him to gain a full Magic gauge → 01. Once you have full Magic, go and trigger the cutscene where the Gates Of Hell is introduced. Next equip Pillow Talk, Climax Brace and Sergey's Lover before entering the shop. Once you have everything equipped, enter the shop and start the fight.

At the start of the fight, transform into the Panther and run circles around Rodin to avoid his attacks. At first he will just follow you, so get close at least once to trigger his first series of attacks and then continue running to avoid damage. When Rodin finally pauses, run behind him and quickly use Sergey's Lover to activate the Doppelgangers. Now, hit Rodin with a continuous string of attacks. This will be a strike followed by a charge strike. You must be fast when you do this, so do not try to charge Pillow Talk for very long at all – a simple half second charge is sufficient. When you hear Bayonetta scream "Die" during the strike, you'll know you did the charge properly.



That's it. Do this correctly, and Rodin will fall before you in less than 12 hits. The reason this works is because Climax Brace puts Pillow Talk in Boss Mode which means it is fully charged. The Laser Iai Jutsu attack charges Pillow Talk even further, making it more damaging. And the Doppelgangers strike alongside you, meaning your attack damage is tripled.

Since this approach requires that Climax Brace be equipped, you will not be able to update your Play History, but you will beat Rodin and unlock the special weapon he gives you. Once that weapon is unlocked, it's yours to keep forever. When the fight is over, simply quit out of Chapter I to the Chapter Menu and then save your game. And there you have it; that is all you need to do to unlock Rodin's weapon.



CLEARING ANGEL SLAYER

Angel Slayer is one of the toughest challenges to be found in Bayonetta. Surviving through all of its 51 Stages is no easy task. Here we will take you through every single Stage and provide strategies designed to make things as simple and safe as possible. With the advice provided here, you won't have to worry about not making it to the end.



THE BASICS

Angel Slayer is a survival mode, where you must face increasingly tougher sets of enemies, one after the other. There are 5 Verses in Angel Slayer, and each one contains 10 Stages. Difficulty will increase from Verse to Verse. Angel Slayer starts on the Normal

setting in Verse 1, and moves up to the Hard setting for Verses 2 and 3. Verse 4 and 5 are set to the most difficult game mode, Non Stop Climax, where Witch Time is disabled.

As a survival mode, Angel Slayer can take a lot of time, so you'll have to keep your concentration for an extended period. This is a formal challenge from Platinum Games, and as such, usage of healing or help items is prohibited, and you neither can save nor continue during this mode. It's possible to reach the Platinum rank for combo and time easily, but Stages can last for a long time, making a no damage finish extremely hard – so the Pure Platinum rank is a serious challenge here.

Enemy Appearances

Throughout this guide to Angel Slayer, we will provide Enemy Appearance tables for each stage. These tables will show you at a glance exactly which enemies you'll be facing. This example table shows how the enemies are split into the order of appearance. In this example, you'll be fighting one Bow Applaud and three Trumpet Affinities to begin with, and then two more Bow Applauds once you've killed the first enemies.

Angels
Bow Applaud (1)
Trumpet Affinity (3)
Bow Applaud (2)
Horn Affinity (2)
Trumpet Affinity (7)

GENERAL TIPS

Here we'll provide some brief general strategies and tips that will help you to Angel Slayer. Remembering all of these will help you to get through in one piece.

Regaining Health

You will need to survive each Verse in Angel Slayer on a single health gauge, and no healing items can be used here. It is therefore advisable to attempt Angel Slayer mode only after you've maximized your health gauge, to have the best chance of surviving. You can, however, make use of the Star of Dineta accessory to manually regain some health → □ 02. To do this, you'll need to Taunt enemies, which is best done when there's only a single enemy left alive.

It's also worth remembering that killing an enemy with a Torture Attack will cause a healing item to be dropped. This will not replenish much of your energy, but there are few healing methods in AS, so it can be very important.

Angel Arms

As usual, the enemies here can be made to drop their Angel Arms. Some of these are very useful, though not always at the Stage where you pick the weapon up. So it's often a good idea to save a particular Angel Arm for a Stage where it can be put to better use. During the strategies for each Stage, we'll often suggest when to take an Angel Arm to later Stages.

Weapon Combinations

The recommended default weapon combination is Shuraba (arms) and Duraga (legs). This combination provides very quick attacks with high damage output. Some Stages will require you to switch to more specialized weapons, such as Kilgore or Kulshedra, but you should always have Shuraba and Duraga as one of your weapon sets. Tetsuzanko is the single most useful attack during AS, and you'll want to use it with Shuraba for the extra range it adds.

Magic

Managing your Magic gauge is very important in order to be successful. You can equip the Moon of Mahaa-Kalaa to gain Magic by Parrying enemy attacks continuously. This is going to be necessary in Verse 4 and 5 when Witch Time is unavailable. The Gaze of Despair is also very useful to increase Magic, and also increases your combo points gained. You can also use multi-hit, low damage combos with a dual Duraga in Electric Mode setup to rake in some Magic, though the Spear Angel Arm will do an even better job. → □ 03

Accessories

Use the Hell Harvest Rosary from Verse 4 onwards, since there is no Witch Time available then. Its attack is extremely useful to Stun enemies, but if you deal too much damage with it, you won't get a high combo rating. Pulley's Butterfly is perfect for absorbing attacks from some of the difficult enemies, such as Joy and Jeanne. Finally, the Moon of Mahaa-Kalaa should always be equipped, as the ability to Parry is essential to not getting hit. → □ 04



VERSE 01

	Grade Requirements			
Time	26:50	25:40	24:30	23:20
Damage	3,000	2,000	1,000	0
Combo	4,200	80,052	155,904	383,460

Stage 01

Strategy

The first stage of Angel Slayer is an easy introduction to this test of skill and endurance. The Dears and Decorations in the first wave of enemies can be quickly killed off by Cowgirl Spinning them, so that they hit and kill the Decorations flying around the area → 01. Once all of the Decorations have been killed, use a Snare to pull in the Dear and finish it off with a close range weapon. When the Dear & Decorations appear, run up close and use a ♣ attack with Onyx Roses to remove their shield instantly and then follow up with a couple more ♣ attacks to finish off the last few enemies.



Stage 02

Angels

- Spear Affinity (2)
- Flail Affinity (2)
- Spear Applaud (2)
- Spear Affinity (2)
- Flail Affinity (2)
- Trumpet Affinity (2)
- Spear Applaud (1)

Strategy

This type of stage with lots of Affinities and Applauds is a quite typical enemy pattern in Angel Slayer, and you can use it to gain large amounts of combo points. Torture Attack one of the first Spear Affinities, and then Evade into Witch Time and use the ♣ attack with its Angel Arm. This should kill off a few of the other Affinities and greatly weaken the Applaud. As soon as it has finished use another Torture Attack on one of the Applauds, but leave the Spear on the ground for now. Finish off the last enemies in the first wave using some normal combos, and then when they are all dead pick up the Spear and head to the centre of the area.

Angels

- Decoration (8)
- Dear (2)
- Dear & Decorations (1)

- Kulshedra
- Durga (Fire)
- Moon of Mahaa-Kalaa
- Onyx Roses
- Scarborough Fair
- Gaze of Despair

Use a few shots with ♣ as the next wave spawns in to keep the multiplier going and then use the ♣ attack with the Spear on the enemy group. Use a Torture Attack on one of the Trumpet Affinities when that attack is over, but leave the Trumpet on the ground for now. Continue Torture Attacking any enemies with the Spear and use the ♣ move with it to kill off the remainder of the enemies. If you kept your Multiplier going throughout this battle you should have easily exceeded the Platinum combo requirements for the Verse already, so pick up the Trumpet and head to the next stage.

- Shuraba
- Durga (Fire)
- Moon of Mahaa-Kalaa
- Gaze of Despair

Stage 03

Strategy

In this stage, you don't really have to earn a lot of combo points, so kill the enemies as quickly as possible. Drop the Trumpet on the floor, and then try to immediately get on top of the Kinship. Stay close to the weak point and use high damage combos such as ♣♣♣♣♣ and you shouldn't have to Evade any Homing Missiles after the initial barrage. When the two Kinships are down, take out the Dear & Decorations the same way as in Stage 1, and then pick up the Trumpet again and head to the next Stage. If you've lost any health at this point you should leave one of the Decorations alive and then Taunt it with the Star of Dineta equipped to regain your health.

Angels

- Decoration (20)
- Dear (3)
- Kinship (2)

- Shuraba
- Durga (Fire)
- Moon of Mahaa-Kalaa
- Star of Dineta

Stage 04

Strategy

Horn Affinities make their first Angel Slayer appearance in this Stage; remember that its attack will hit also other nearby Angels. You can make use of this to fight safely, but it will greatly reduce your combo points. Use three ♣ attacks with the Trumpet to kill off some of the Spear and Trumpet Affinities while the enemies are still spawning, and then use a Torture Attack on the Horn Affinity. Pick up the Horn and use its ♣ attack to kill off the rest of this group of enemies → 02. Torture Attack the next Horn Affinity when the second wave of enemies spawns, and then use the ♣ once again to kill off a couple of the Affinities. Next concentrate on killing the two Bow Applauds, but you shouldn't waste any more Magic on Torture Attacks, as one of the Bow Applauds will always drop its weapon. Once it does, leave it on the ground until everything is dead and then take it with you to the next Stage.

Angels

- Spear Affinity (2)
- Trumpet Affinity (4)
- Horn Affinity (1)
- Spear Affinity (2)
- Trumpet Affinity (2)
- Horn Affinity (1)
- Bow Applaud (2)

- Shuraba
- Durga (Fire)
- Moon of Mahaa-Kalaa
- Gaze of Despair



Stage 05

Angels

Harmony (3)
 Decoration (10)
 Dear (2)

Strategy

All the enemies in this stage can be killed off quickly and easily by using Cowgirl Spins, which will also keep you relatively safe. Try and make sure that you are always spinning one of the Har-

monies, as these will be able to inflict the most damage on the other enemies, and can also cause the most potential problems. It should only take two or three Cowgirl Spins to kill off most of the enemies, and any that are left can be easily finished off using Snares and close range weapons. Once they are all dead make sure to pick up the Bow Angel Arm before continuing.

Stage 06

Strategy

There are a lot of Affinities in this Stage, but the attacks from the Beloveds will kill off most of them for you. Straight away run to the back of the area and start firing at the first Beloved with attacks from the Bow Angel Arm until the weapon is empty, and then finish it off quickly by Evading into Witch Time and using a combo. By this time the second Beloved should have arrived, so with luck it will also be taking damage from the Damned Souls, as well as any Affinities still in the area.

The first Beloved you kill will always drop its Axe Angel Arm, but you should leave this on the ground and finish off the second Beloved (and any remaining Affinities) with another Bomb combo. If you kill off both of the Beloveds and there are still some Affinities alive you should take the opportunity to heal up again with the Star of Dineta, before killing them off and heading to the next stage with the Axe Angel Arm.

Angels

Beloved (2)
 Spear Affinity (6)
 Flail Affinity (5)

Shuraba Durga (Fire) Moon of Mahaa-Kalaa
 Star of Dineta



Stage 07

Angels

Grace (1)
 Glory (2)

Strategy

Evade one of the enemy's attacks into Witch Time. Then use a attack with the Axe on Grace to take down most of its health, before finishing it off with some Stiletos or Tetsuzankos. Killing Grace first like this will make it drop its Claw Angel Arm, which you should leave for now and take with you to the next Stage once you are done on this one. Wait for another chance to Evade into Witch Time and then use the second attack with the Axe on one of the Glories 03, and then use a few normal hits to finish it off. You should try and kill off the final Glory quickly by using a Damned Soul combo after entering Witch Time, and then head to the next Stage with the Claws.

Shuraba Durga (Fire) Moon of Mahaa-Kalaa
 Gaze of Despair

Stage 08

Strategy

You will not have to fight all three Joys at once; they will join the fight as you kill off Affinities, so try and make sure to kill one off as soon as it arrives so you are never fighting more than one. Since the Affinity's attacks are quite easy to see coming, they should be your main source for entering Witch Time, and once there you should concentrate on fighting a Joy if there is one present. You can kill the first Joy easily after entering Witch Time by using the with Grace's Claw Angel Arm, and if you are lucky this attack should also kill a couple of the Affinities.

Shuraba Durga (Fire) Moon of Mahaa-Kalaa
 Gaze of Despair

Use Torture Attacks on the Spear Affinities so that you can

use their Angel Arm to kill the other Affinities until the next Joy arrives. Once it does, Evade into Witch Time and kill it off quickly using a combo. Continue fighting the Affinities until the next Joy appears, and then use the same tactic to kill it. When you are getting down to the last few enemies, try and kill one of the Trumpet Affinities with a Torture attack, so that you can bring its Angel Arm to the next Stage, and then kill off the rest in the usual way.

Stage 09

Strategy

This is by far the most difficult stage of the first Verse, so you should be especially careful and be sure not to make any mistakes. While the enemies are spawning, run over to the left-hand side of the area alongside Fairness, and use two  attacks with the Trumpet to weaken it before it can move. It will probably try and attack you after that, so be ready to Evade into Witch Time and then very quickly try and line up the enemies and use a  with Trumpet on them. This attack will deal massive damage to the enemies, and you can potentially kill both Fairness' and severely weaken the Fearless with this one move → 01. If there is more than one enemy left you should finish off one of them quickly with a Torture Attack to make things easier. Then use a Damned Soul combo after entering Witch Time to finish off the final one.

Angels

Fairness (2)
Fearless (1)

Shuraba Durga (Fire)

Moon of Mahaa-Kalaa
Gaze of Despair



Stage 10

Angels

Jeanne lvl 1 (1)
Enchant (3)

Shuraba Durga (Fire)

Moon of Mahaa-Kalaa
Star of Dineta

Strategy

This is the final Stage of Verse 1, and your main opponent is Jeanne. You might think that would be quite hard, but on this stage Jeanne will rarely attack, especially if you keep your distance from her. The Enchants that accompany her will, however, follow you around and try and attack you as normal, so they become an excellent way for you to enter Witch Time, and should be left alive until Jeanne is defeated.

Run away from Jeanne at the start and wait for one of the Enchants to attack so that you can Evade into Witch Time. Then run up and use a Barrage combo on Jeanne while Witch Time is still active, and retreat away from her as soon as it ends → 02. Repeating this process three or four times is all it should take to kill off Jeanne. Once she is dead, the Enchants can be killed off easily, and this is another good time to heal up with the Star of Dineta before embarking onwards to the second Verse.



VERSE 02

Grade Requirements

	2	3	4	5
Time	32:35	31:10	29:45	28:20
Damage	6,000	4,000	2,000	0
Combo	4,600	104,052	203,504	501,860

Stage 01

Strategy

23 enemies might seem frightening, but all of them are weak Angels. You should be more than used to fighting these and they can easily be defeated using normal Torture Attack and Angel Arm methods. With proper Multiplier management and Angel Arm usage, you should be able to meet the Platinum combo requirement by the time you finish this Stage. When

Angels

Spear Affinity (3)
Flail Affinity (2)
Trumpet Affinity (2)
Decoration (5)
Dear (2)
Dear & Decorations (2)
Trumpet Affinity (5)
Horn Affinity (2)

Stage 02

Angels

Enchant (11)

Onyx Roses Durga (Fire)

Moon of Mahaa-Kalaa
Gaze of Despair

Strategy

Run to the middle of the area once the Stage begins and use a  attack with the Horn to kill off the initial large group of Enchants, along with a few that will spawn in to replace the first ones killed. The last couple should be easy enough to kill with a few  attacks from

Onyx Rose or
Duraga Bombs.

Stage 03

Angels

Harmony (3)
Spear Affinity (5)
Flail Affinity (2)
Harmony (3)
Trumpet Affinity (2)
Flail Affinity (2)
Spear Affinity (1)

Strategy

Concentrate on killing off the Harmonies first to avoid being attacked from the air and ground at the same time; using a Cowgirl Spin is, as always, a good method of attacking them, since it will allow you to damage the enemies on the ground at the same time. When the first batch of Harmonies is out of the way it should be

easy to finish off the Affinities with a couple of Torture Attacks and Angel Arm attacks. The second wave of enemies can be killed off in the same way as the first, but try and make sure you Torture Attack one of the Trumpet Affinities, so that you can take the Angel Arm with you to the next stage.

Stage 04

Angels

Inspired (1)
Inspired (2)

Strategy

Shoot at the first Inspired with to knock it down and then keep your distance and continue shooting, while Parrying back its Fireballs. This is a good

way to build up some Magic should you need it, and will also kill the enemy quite quickly, while saving your Angel Arm. When the next two appear, shoot one of them down as usual and then use two attacks followed by a attack with the Trumpet to kill it quickly. The final one can be killed off like the first if you wish, or for a slightly quicker option you can run in after you knock it down and use a Barrage combo.

Shuraba	Durga (Fire)	Moon of Mahaa-Kalaa
Shuraba	Lt. Col. Kilgore	Gaze of Despair



Stage 05

Angels

Spear Applaud (1)
Bow Applaud (1)
Horn Affinity (3)
Trumpet Affinity (2)
Flail Affinity (4)
Spear Affinity (4)

Strategy

This is another excellent Stage for scoring a large amount of combo points, so try and keep the Multiplier active throughout to reap the benefits. Straight away use a Torture Attack on the Horn Affinity so that it does not kill off any of the other enemies and then use the attack with its Angel Arm.

Shuraba	Durga (Fire)	Moon of Mahaa-Kalaa
		Star of Dineta

Next, Torture Attack the second Horn Affinity as soon as it appears, and do the same thing again. Most of the enemies should have been killed at this point, so kill off the rest quickly or take advantage of situation and get some health back using the Star of Dineta. The Bow Applaud will always drop its Angel Arm, so make sure you pick that up before you head to the next Stage.

Stage 06

Strategy

Grace & Glory are far more active now that you are on the Hard difficulty, and while you do have to play relatively cautiously, they will give you plenty of opportunities to enter Witch Time. Run up to Grace once it has spawned and, after entering Witch Time, fire off the attacks with the Bow to kill it. Once it's dead wait for the chance to enter Witch Time again, and then use the remaining two attacks on one of the Glories, before finishing with a Torture Attack.

Angels

Grace (3)
Glory (2)

Shuraba	Durga (Fire)	Moon of Mahaa-Kalaa
Shuraba	Lt. Col. Kilgore	Gaze of Despair

Pick up Grace's Claw Angel Arm and try to get a couple of the remaining enemies together. Then, after entering Witch Time again, use the attack with this weapon. If you got the enemies close enough you should be able to kill off a couple of them with that one attack, and you can finish off the final one with a combo after entering Witch Time.





Stage 07

Strategy

The Beloved can cause a few problems in this Stage, because the sheer size of it can make it awkward to keep the Affinities in view, as the camera will always try and angle itself upwards towards the Beloved. For that reason alone you should try and kill it off quickly. Start by

Torture Attacking one of the Trumpet Affinities and then use two ♀ attacks followed a ♂ attack with its Angel Arm on the Beloved to severely weaken it ⇒ 01. When you use the ♀ attack, try and line it up so that you take out some of the other Affinities at the same time.

Beloved (1)
Flail Affinity (2)
Trumpet Affinity (2)
Spear Affinity (4)

Shuraba Durga (Fire) Moon of Mahaa-Kalaa
Gaze of Despair

When that weapon is used up, Torture Attack another Trumpet or Flail Affinity (whichever is still alive), and then use their Angel Arm to finally kill the giant. Kill off the last couple of Affinities as normal and then pick up the Axe Angel Arm dropped by the Beloved and continue to the next Stage.



Stage 09

Angels

Glorious (1)
Trumpet Affinity (2)
Flail Affinity (1)
Spear Affinity (1)

Strategy

Glorious (1) Since you cannot enter Witch Time from any of Glorious' attacks, you should rely on the Affinities to give you easy access to it, and only attack it when you have Witch Time active to avoid unnecessary risks. Once you are in Witch Time, use two ♠️ and then a ♠️ attack with the Trumpet on Glorious to kill it quickly before it causes too many problems. Finish off the Affinities by using a Torture Attack on the Spear one, and then use that Angel Arm to kill off the rest. Try to end this stage on full health and Magic. So if you need to restore either of those, make sure you leave at least one enemy alive to make use of the Star of Dinéta.

Shuraba	Durga (Fire)	Moon of Mahaa-Kalaa
		Star of Dineta

Stage 08

Angels

Ardor (3)
Trumpet Affinity (7)

Strategy

Wait for the Ardor to attack and then Evade into Witch Time and use the  attack with the Axe from close range.

That attack should Stun the Ardor, which will give you enough time to use the second ⚡ attack on it once Witch Time has ran out. If that didn't kill it, you should use a Torture Attack on one of the Trumpet Affinities and then use ⚡ attacks with the Angel Arm to finish it off.

Use any remaining shots with the weapon on some of the other Trumpet Affinities while the next Ardur spawns. Once it arrives, Evade one of its attacks into Witch Time and then use a     combo on it, then repeat until it is dead. Do the same for the third Ardur when it spawns, and then start to kill off the remaining Affinities, making sure to finish one with a Torture Attack so that you can bring the Angel Arm to the next stage.

Shuraba	Durga (Fire)	Moon of Mahaa-Kalaa
Shuraba	Lt. Col. Kilgore	Gaze of Despair

Stage 10

Strategy

These two Jeannes are completely different to the one you faced back in Verse 1; they are very active and will attack a lot. Equip Pulley's Butterflv before you

Angels

Jeanne Iv 2 (2)

Shuraba	Durga (Fire)	Moon of Mahaa-Kalaa
		Pulley's Butterfly

begin the stage and then activate the Butterflies of Protection as soon as you walk into the area. Use a combo when you are near the enemies, but not too close that they could parry your attack and take you out of the combo. The Butterflies should give you ample protection to get the entire combo off and the Damned Souls will inflict heavy damage to both enemies.

If you see the number of Butterflies start to drop, you should run away from both Jeannes and spin the camera around so that it is not facing them. Turning the camera like this will prevent them from using any quick long-range Weave attacks, which should give you enough time to reactivate the Butterflies → 02. Keeping using the Butterflies in conjunction with the Bomb combo and it shouldn't take long to kill off both enemies. Once one of them dies, however, you can switch to Parrying tactics against the final Jeanne to conserve some of your Magic.



VERSE 03

Time	30:06	28:47	27:29	26:10
Damage	6,000	4,000	2,000	0
Combo	4,200	80,052	155,904	383,460

Stage 01

Strategy

Although the enemies are Burning, this is a relatively straightforward fight. Enter Witch Time and attack the enemies normally until you have built up enough Magic to use a Torture Attack on one of the Spear Affinities. Enter Witch Time again and use the with the Spear to start scoring heavily and weaken the Ardors. Keep repeating the Torture Attacks on the Spear Affinities and using their Angel Arm until all the enemies are killed off. If you keep the Multiplier going for this entire battle you should have once again already well exceeded the Platinum combo requirement. With so many Spear attacks you should also have fully replenished any Magic that you used up against Jeanne, but if you still need some health, make sure to leave one enemy alive so that you can replenish that as well.

Stage 02

Strategy

At the beginning of this stage you will face Fearless and a group of Affinities. You should try and focus all of your attention on Fearless, since killing any Affinities will cause Fairness to spawn, which will complicate the fight. Use one of the Affinity's attacks to enter Witch Time and then use a combo on Fearless; if done correctly this one combo should kill it outright. Once it is dead, use the same method to kill Fairness once it has spawned 03. With all of the hard enemies out of the way it should be relatively simple to finish off the small group of Affinities. Try and kill one of the Trumpet Affinities with a Torture Attack and take its Angel Arm to the next Stage.

Stage 03

Strategy

Use two attacks with the Trumpet on the first Brave that spawns and then wait for the second one to fully appear and line up a attack to hit both of them. That final attack will easily finish off the first Brave and might even kill off the second one. If it survives, kill it quickly using a couple of Tetsuzankos or a combo. The first Brave should have dropped its Angel Arm when you killed it, so pick that up and then Evade one of the next enemies attacks into Witch Time and use a attack with it at close range to kill one of the Braves. Repeat this for the next enemy you come across.

If another one of the Braves has dropped its Angel Arm, you should use the attacks with that in Witch Time to kill off a couple more enemies. If there is no Angel Arm, you should continue to use the combo to kill them off until one does. Keep killing the Braves in this manner and it shouldn't take long to defeat them all. The final one you despatch should also drop its Angel Arm, so make sure you bring that to the next stage.

Stage 04

Angels

Ardor (5)

Shuraba	Durga (Fire)	Moon of Mahaa-Kalasa
Shuraba	Lt. Col. Kilgore	Gaze of Despair

Strategy

In this Stage you will have to fight three Ardors at the same time, with a fresh one spawning in once each of the first two have been killed. Stay at the back of the area at the beginning, so that by the time the first group has got close to you they are all bunched up. Evade one of their attacks into Witch Time and then use a with the Axe to hit all three of them. Once that Angel is over do the same thing again to use up the Angel Arm. 04

You should have been able to kill or severely weaken most of that first group, so kill off any that are left with some Tetsuzankos, before the two fresh Ardors spawn in. These two enemies are best killed using combos while in Witch Time, as you should only need a single combo to kill each of them off.



Stage 05

Strategy

This group of enemies is similar to one you faced earlier, and can be extremely difficult to handle if you do not fight carefully. Try and stay as close to the enemies as you can so that they use their Claw Swipes, which are easier to Evade into Witch Time than their Bite attacks. Once in Witch Time, use Damned Souls combos to weaken a couple of the enemies at the same time. You will need to be careful as Witch Time is running out, however, as their attacks are extremely fast and can be hard to see coming with all of the explosions going on. As soon as you get the health low enough on one of them, finish it with a quick Tetsuzanko and then continue on, repeating the process until they are all dead.

Shuraba	Durga (Fire)	Moon of Mahaa-Kalaa
		Gaze of Despair

Angels
Fearless (2)
Fairness (3)

04 32

Stage 06

Strategy

Since the first Brave will appear before any of the other enemies, you should try and kill it quickly while it is still on its own →□ 01. Use a few shots with to keep the Multiplier going while you wait for the Affinities and second Brave and spawn, and pick up the Axe Angel Arm that the Beloved dropped. Evade an attack into Witch Time and then use a attack with the Axe on the second Beloved, trying to hit a few Affinities at the same time. Use another Axe attack as soon as the first one is done to kill off the Brave and any Affinities in the area.

Shuraba	Durga (Fire)	Moon of Mahaa-Kalaa
		Star of Dineta

Angels
Braves (3)
Spear Affinity (4)
Trumpet Affinity (3)
Flail Affinity (2)

To kill the final Brave you should Torture Attack one of the Flail Affinities and then use two attacks with that Angel Arm. Now you will be down to just Affinities, which you should be able to handle easily, but make sure you Torture Attack one of the Trumpet Affinities so that you can bring its Angel Arm to the next stage. This is also the last Stage for a while that gives you easy enemies to heal from using the Star of Dineta, so make sure you are on full health before you proceed.

Stage 07

Strategy

Try to finish this stage as quickly as possible so that the Joys do not get a chance to create any clones. Use two attacks with the Trumpet on one

Shuraba	Durga (Fire)	Moon of Mahaa-Kalaa
Shuraba	Lt. Col. Kilgore	Gaze of Despair

of the Joys and then use a Tetsuzanko to kill it. Wait for one of the other two to attack and then Evade into Witch Time and use a attack with the Trumpet to heavily damage both of them. Now it will just be a simple matter of either using Tetsuzankos to kill them both off or Evading into Witch Time and using a combo of your choice.

Angels
Joy (3)



Stage 08

Strategy

Try not to inflict too much damage to Glory at the start of the fight, since it is your only way of entering Witch Time, which will make this fight a lot easier to handle. Enter Witch Time via one of Glory's attacks, and then target Gracious and use a Damned Soul combo, before finishing it off with a Torture Attack. Pick up Gracious' Angel Arm and then use Glory to enter Witch Time so that you can get close to Gracious and kill it quickly using the  attack. Now that Glory is all alone you should have no problems taking him out however you wish before continuing to the next stage.

How to
04 93

Angels

Gracious & Glorious (1)
Glory (1)

Shuraba Durga (Fire) Moon of Mahaa-Kalaa
Gaze of Despair

Stage 09

Strategy

Get close to the Golem and Evade into Witch Time, and then Jump up to the core and use an air  combo. Witch Time will end well before the combo does, but keep tapping the  button and you should be able to get enough hits in to stun the Golem before it can transform again  02. Keep repeating this pattern and the Golem should very quickly end up either dead or Stunned, depending on your timing. If you manage to Stun it, Jump in and quickly attack the core with a powerful combo to finish it off.

Shuraba Durga (Fire) Moon of Mahaa-Kalaa
Shuraba Lt. Col. Kilgore Gaze of Despair

Angels

Golem (1)



Stage 10

Angels

Gracious & Glorious (1)
Jeanne lvl 2 (1)

Strategy

You should have plenty of Magic built up at this point, so you should make heavy use of Pulley's Butterfly again on this stage, since there is no reliable method to enter Witch Time. Once you have activated the Butterflies of Protection, target Gracious & Glorious with  combos, as the large blast radius will allow you to hit multiple enemies. Taking out both of them early will make the fight against Jeanne much easier. Try not to use Torture Attacks to finish off

Shuraba Durga (Fire) Moon of Mahaa-Kalaa
Shuraba Lt. Col. Kilgore Pulley's Butterfly

either Gracious or Glorious, since your Magic will be put to much better use with the Butterflies of Protection. If you kill Glorious first, you should try and use the  attack with its Angel Arm to inflict large amounts of damage. When it's down to just Jeanne you should have no problems finishing her off using your preferred combos with the protection from the Butterflies.

How to
04 94

VERSE 04

Grade Requirements

				
Time	32:47	31:21	29:56	28:30
Damage	6,000	4,000	2,000	0
Combo	3,300	40,326	72,352	188,430

Stage 01

Strategy

Since your Magic is probably running quite low after the last battle, you should attack the Applaud with a couple of good Magic-building combos such as  with Durga in Electric Mode on your hands and feet. Once you have enough Magic use a Torture Attack to kill it and then use the Spear's  attack till kill off the first group of Affinities. As there is no Witch Time, you will need to be careful when using this move, as the enemies are far more likely to try and hit you out of it.

Angels

Spear Affinity (3)
Spear Applaud (1)
Spear Affinity (3)
Trumpet Affinity (2)
Flail Affinity (2)
Spear Applaud (1)

Continue using Torture Attacks and Angel Arms to kill off the second group of enemies. If you are having problems landing attacks with the Angel Arms you could try equipping Kilgore on your feet and use a series of Step-Offs  03. The large blast from the rockets will be able to hit quite a few enemies at once, and as you are up in the air, you will remain relatively safe. This stage is also the perfect place to regain any health you may need, so make sure your health is full before continuing.

Durga (Lightning) Durga (Lightning) Moon of Mahaa-Kalaa
Shuraba Lt. Col. Kilgore Star of Dinéta



Stage 02

Strategy

This is an awkward Stage with lots of flying enemies, so you should use a lot of Kulshedra attacks to make things slightly easier. Cowgirl Spins are especially useful on the first wave of enemies, due to the sheer amount of them. When the Dear & Decorations appear, switch to Onyx Rose and use a couple of  attacks to remove their shield and kill them quickly. Once they are dead, or even if just their shield is down, you should go back to using Cowgirl Spins on one of the Harmonies to kill off the rest of the enemies.

Kulshedra	Durga (Fire)	Moon of Mahaa-Kalaa
Onyx Roses	Lt. Col. Kilgore	Evil Harvest Rosary

Angels
Harmony (4)
Decoration (6)
Dear (2)
Dear & Decorations (2)
Harmony (3)

Stage 03

Angels

Enchant (15)

Strategy

One Enchant may be weak, but many Enchants attacking from all directions make things very annoying, as it is not easy to keep track of all their movements at the same time. Wait at the edge of the Stage at the beginning, and rotate camera so that it is facing outside of the area. This will prevent the Enchants using any of their long range attacks, so they will move up close to you.

Wait for one of them to attack, and then Parry it with the Moon of Mahaa-Kalaa to Stun it, and then press  +  to Grab it and start spinning it around. This attack does incredible damage, and will kill any Enchant nearby in a single hit, so you can wipe out large amounts of them very quickly. Once the attack is over, simply do the same thing again until you have defeated them all.



Stage 04

Angels

Bow Applaud (1)
 Trumpet Affinity (3)
 Bow Applaud (2)
 Horn Affinity (2)
 Trumpet Affinity (7)

Strategy

Use a Torture Attack straight away on the Bow Applaud, and then use  attacks with its Angel Arm to kill off the three Affinities that spawned with it →  01. When the next group of enemies spawns, use more  attacks on the Affinities until the Bow has ran out, and then Torture Attack one of the

Horn Affinities. Make sure it's safe, and then use a  attack with the Horn to kill off a few more enemies. With the enemy numbers severely decreased, you should have no problems cleaning up the last few with whichever Angel Arm you care to use. Use the Star of Dineta to heal if you need to, as the next couple of stages can be tricky; you may also want to bring a Horn or Trumpet with you to make things slightly easier.

Stage 05

Strategy

You should try and play very cautiously in this Stage, as the enemies are capable of dealing massive damage, and the following stage is also quite difficult. Attacking one of the first Beloveds with the

Angel Arm that you brought with you, then try and finish them off quickly with a series of Tetsuzankos from a safe distance. One of them will drop their Angel Arm, so pick it up and then use two  attacks with it on the Giant Beloved when it appears. After that, you should stick to air combos to finish off this last enemy, as they are much safer. Combos such as  that allow you to stay in the air for a long time, or an air Barrage combo, are ideal.

Angels

Beloved (2)
 Giant Beloved (1)

Shuraba	Durga (Fire)	Moon of Mahaa-Kalaa
Shuraba	Lt. Col. Kilgore	Gaze of Despair

Stage 06

Strategy

To kill the lone Grace at the beginning you should Parry one of its attacks and then do a  +  to launch it; while it is in the air do a  combo →  02. That one combo should do enough damage to easily kill it, and make it drop its Angel Arm. Pick up the Claws, and then when the next wave of enemies has spawned, use a Parry on one of the Glory's attacks and launch it with another  + ; follow this up with a  attack with the Angel Arm to kill it. For the final pair of enemies you should use a couple of Tetsuzankos to weaken them, and then use a Torture Attack to kill one off. Use a Parry to set up a launch again on the final one, and then use another Damned Soul combo to kill it.

Angels

Grace (1)
 Grace (1)
 Glory (2)

Shuraba	Durga (Fire)	Moon of Mahaa-Kalaa
		Gaze of Despair



Stage 07

Angels

Burning Ardor (2)
Burning Spear Affinity (8)

Strategy

With a bit of careful play this can be an excellent Stage to score combo points on. Torture Attack one of the Spear

Affinities and then pick up the Angel Arm and back away from

the enemies slightly. Start the attack while you are still well outside of the enemy's attack range and let them walk into it. Be ready to Evade as soon as you see one of them attack. Keep repeating this process and you should be able to remain relatively safe and still score well.

An alternative method is to equip Kilgore on your hands and conduct the whole fight at long range using its combo; this method is slightly slower but can score nearly as well and is also a bit safer. Equipping Kilgore on your legs and using Step-Off attacks can also work well, but you will need to watch out for the Ardor's Jumping attack as it is very fast.

Stage 08

Strategy

Kill the first Brave as soon as it appears with a few Tetsuzankos, and then pick up its Angel Arm. Use both attacks with it on the group of Applauds to weaken them, and then make sure you kill one of the Bow Applauds with a Torture Attack so that you can take

its Angel Arm to the next stage. Keep using Tetsuzanko or a combo on the rest of the enemies to kill them off safely from a distance, as you will want to make sure you go into the next stage with as much health as possible.

Angels

Brave (3)
Spear Applaud (2)
Bow Applaud (2)

Shuraba Durga (Fire) Moon of Mahaa-Kalaa
Evil Harvest Rosary

Stage 09

Angels

Fearless (1)
Fairness (1)
Fearless (2)

Strategy

Kill the first Fearless quickly by firing off a barrage of attacks with the Bow Angel Arm. If you are quick enough you should be able to kill it before it can move. When

the next three enemies spawn, try and focus on Fairness and use a lot of or Tetsuzankos so that you can Evade quickly if needed. Once you have Fairness down to around half health, finish it off with a Torture Attack to speed things up. Keep attacking one of the Fearless in the same way and then once you are down to the final one, back away and start Taunting to build up your health and Magic for the next stage → 03. Once both are full, go back on the offence with more to kill the final enemy.

Shuraba Durga (Fire) Moon of Mahaa-Kalaa
Star of Dineta



Stage 10

Strategy

This Stage is very similar to the other Jeanne fights, so you should again rely heavily on Pulley's Butterfly for the added safety, and the combo for its large damage. Try and concentrate on the Joys first so that you can kill them before they create any Clones. Reactivating the Butterflies of Protection is much easier on this Stage than the last time you fought Jeanne, so provided your Damned Souls are connecting you should be able to finish this fight relatively easily.

Angels

Jeanne lvl 3 (1)
Joy (2)

Shuraba Durga (Fire) Moon of Mahaa-Kalaa
Pulley's Butterfly



VERSE 05

Grade Requirements

Time	55:12	52:48	50:24	48:00
Damage	6,000	4,000	2,000	0
Combo	2,400	16,800	31,200	74,400

Stage 01

Strategy

Equip Kilgore on your hands and use its combo on the first few enemies until you have built up your Magic, and then use a Torture Attack to kill the Bow Applaud. Leave the Angel Arm on the ground for now and continue attacking with Kilgore, focusing especially on the Ardors. You should be able to kill off all of the enemies quite safely due to Kilgore's rockets staggering the enemies to such a degree. If you need to heal or replenish Magic, leave one of the enemies alive at the end and Taunt for as long as is needed. Then pick up the Bow and carry on.

Angels

Ardor (3)
 Spear Applaud (2)
 Bow Applaud (2)

Lt. Col. Kilgore Lt. Col. Kilgore Moon of Mahaa-Kalaa
 Star of Dineta

Stage 02

Strategy

Attack the Golem straight away with attacks from the Bow. It doesn't matter if you are hitting the core when it is exposed, or its outer shell when it is untransformed, since both are equally useful. Once the Bow has run out, use Tetsuzankos while it is untransformed until the Golem becomes Stunned, and then Jump in and use a powerful air combo to kill it off quickly.

→□ 01

Angels

Golem (1)

Shuraba Durga (Fire) Moon of Mahaa-Kalaa
 Lt. Col. Kilgore Lt. Col. Kilgore Evil Harvest Rosary



Stage 03

Angels

Ardor (3)
 Horn Affinity (2)
 Trumpet Affinity (5)

Strategy

Run up to the enemies as they are spawning and use a Torture Attack on one of the Trumpet Affinities, but leave the Angel Arm on the ground. Doing this is a safety precaution, in case the Horn Affinities kill all of the Trumpet Affinities during the fight. You will want a Trumpet for the next stage. Use another Torture Attack on one of the Horn Affinities, and then use the attack with the Angel Arm from a safe distance.

Shuraba Durga (Fire) Moon of Mahaa-Kalaa
 Evil Harvest Rosary

If you have enough Magic, do the same thing again on the second Horn Affinity and most of the enemies should now be either dead or very close to it. Finish all but one of them off with normal attacks, and then replenish your Magic by Taunting the final one before killing it and taking the Trumpet to the next stage.

Stage 04

Angels

Fearless (1)
 Glory (2)

Strategy

Use two attacks with the Trumpet and then a couple of quick Tetsuzankos on one of the Glories to kill it quickly. Next use a attack with it on Fearless →□ 02. Kill Fearless with a Torture Attack if it has been weakened enough, or use a Tetsuzanko first to get its health low enough and then do it. Now that there is just a single Glory left you can simply wait for it to attack and then use a Parry and launch it with while it is Staggered; follow up with or a Barrage combo to kill it.

Shuraba Durga (Fire) Moon of Mahaa-Kalaa
 Lt. Col. Kilgore Lt. Col. Kilgore Evil Harvest Rosary



Stage 05

Angels

Braves (7)

Strategy

This is a very similar fight to Verse 3, Stage 3. Keep your distance and use the  combo to kill off the Braves quickly. The first one you kill will always drop its Angel Arm, so you should pick that up and try and line up a few of the other enemies and then use the  attacks with it. That attack can be especially helpful when they begin their transformation animation, as they will remain stationary. Leave one Axe on the ground, however, so that you can take it to the next stage. When you get down to the final Brave you should Taunt it until you have filled your Magic gauge before killing it, as the extra Magic will be useful on the next stage.

Shuraba

Durga (Fire)

Moon of Mahaa-Kalaa

Star of Dineta

Stage 06

Strategy

Run up to Fairness and use two Torture Attacks on it straight away to kill it before it becomes a problem → 03. Next, try and line up the Ardors and use two  attacks with the Axe Angel Arm to weaken them, and then finish them off either with Step-Off attacks or a  combo. Try and kill one of them off first so that you can take the chance to replenish your Magic again by Taunting the final enemy before killing it.

Lt. Col. Kilgore

Lt. Col. Kilgore

Moon of Mahaa-Kalaa

Star of Dineta

Angels

Burning Ardor (2)

Fairness (1)

Stage 07

Strategy

Activate the Butterflies of Protection straight away and then get close to the enemies and start using  combos.

Try and angel your combo so that the Damned Souls on the end hit as many of the Joys as you can, and remember to keep an eye on the amount of Butterflies so that you do not take damage. When they are running low, transform into the Panther and run a safe distance away and then reactivate them and continue your combos.

Angels

Joy (3)

Shuraba

Durga (Fire)

Moon of Mahaa-Kalaa

Pulley's Butterfly

04 97



Stage 08

Angels

Burning Ardor (3)
Burning Spear Affinity (5)

Strategy

Now that you are getting down to the final few stages, safety should be your number one priority, so make sure to play as cautiously as needed. Start attacking the large group with the normal (□)(△)(○) combo, and then when they begin to get too close, Jump and use a Step-Off attack to Stagger them long enough for you to escape. Keep repeating this attack pattern and you should be able to kill off the enemies relatively quickly with little risk.

Lt. Col. Kilgore Lt. Col. Kilgore Moon of Mahaa-Kalaa
Evil Harvest Rosary

Stage 09

Strategy

Activate the Butterflies of Protection and then run up to one of the Glorious and use a (□)(△)(○) combo to weaken it, and then kill it straight away with a Torture Attack. Pick up the Claw Angel Arm and Parry an attack from the other Glorious and then launch it with (□)+(△).

Angels

Gracious (1)
Glorious (2)

Shuraba Durga (Fire) Moon of Mahaa-Kalaa
Pulley's Butterfly

Wait for it to fall slightly and use the (△) attack with the Claws. That attack should almost kill the enemy, so use a few normal hits to finish it off afterwards. This enemy should also drop its Angel Arm, but leave it for now and take it to the next stage.

Now that there is only Gracious left, you should switch your Duraga to Electric Mode and get as far away from the enemy as you can. Take advantage of the fact that it will often do its Ground Shock attack when you are far away, and start Taunting to replenish your Magic →□ 01. If needed you could also equip the Star of Dinéta to regain your health. Once everything is full, simply use a Parry to create an opening and launch it, then follow up with a strong combo to kill it.

04_38

Stage 10

Strategy

This would be a merciless enemy set and extremely hard to beat if you were to fight normally. Handle it just like all of the previous Jeanne battles, by activating the Butterflies of Protection first. This time try and hit a couple of them with the (△) attack from the Claw Angel Arm first. After that, switch back to using the (□)(△)(○) combo, reactivating the Butterflies as needed to kill them off. The most important thing in this fight is not to take any damage, since you will need all of your health for the final battle ahead.

Angels

Jeanne lvl 3 (3)

Shuraba Durga (Fire) Moon of Mahaa-Kalaa
Pulley's Butterfly

04_39

Final Stage

Angels

Bayonetta with Rosemary (1)

Strategy

This is the final stage of Angel Slayer, and you must face your doppelganger to find out who is a true Umbran Witch. As you would expect, this enemy is highly aggressive and has very high attack power. On top of this she also has the same excellent evasion abilities as you. Try to fight recklessly and she will soon cut you down; a cool and calm approach is the best way to handle the situation. Her general attack pattern is very similar to Jeanne, but with higher damage. You must be sure to Evade the finishing moves on any of her Shuraba combos, or her multiple Wicked Weave attacks.

Onyx Roses Durga (Fire) Moon of Mahaa-Kalaa
Pulley's Butterfly

At the start of the fight, if you still have any Magic left over from the previous stage, you should activate the Butterflies of Protection. Run in and start using a (□)(△)(○) combo; if you connect fully with a (△) attack it should Stagger her long enough for the next attack to connect, which will cut down on your Magic costs in the long run.

Any time you need to replenish your Magic, get close to her and keep buffering multiple (□) taps to Parry her attacks safely, much like the Jeanne battles from other Chapters →□ 02. After each Parry you should be able to land a quick (△) attack or two to get some extra Magic and deal some easy damage. Once you have enough Magic built up, activate the Butterflies again and go back to using the big damage combos. The doppelganger has a lot of health, so this will be a battle of attrition, but as long as you remain safe she will eventually fall.

04_100



ACHIEVEMENTS AND TROPHIES

There are 50 Achievement/Trophies to unlock in Bayonetta. In this section, we will tell you what they are and how to unlock them all. In Bayonetta, Achievement/Trophies are called "Umbran Tears

of Blood." You can view which ones you have unlocked at any time from the Main Title Screen (before starting or continuing a game) or from the Rarities file in the game.

Normal Play

These Achievement/Trophies will be unlocked automatically by completing the game once on Normal Difficulty.

Title	Description	360 Score	PS3 Trophy
1 A Primer In The Magical Arts	Complete the Vestibule.	10	Bronze
2 Fortitudo, Bringer Of Flame	Defeat Fortitudo on any difficulty.	15	Bronze
3 Temperantia, Manipulator Of Wind	Defeat Temperantia on any difficulty.	15	Bronze
4 Iustitia, Giver Of Life	Defeat Iustitia on any difficulty.	15	Bronze
5 Sapientia, Controller Of The Seas	Defeat Sapientia on any difficulty.	15	Bronze
6 Master Of The Heavens	Defeat Father Balder on any difficulty.	15	Bronze
7 Taste Of The Witching Hour	Complete all Chapters on any difficulty.	30	Bronze
8 Chapters 1 - 4 (Normal)	Complete Chapters 1 to 4 on Normal difficulty.	20	Bronze
9 Chapters 5 - 7 (Normal)	Complete Chapters 5 to 7 on Normal difficulty.	20	Bronze
10 Chapters 8 - 11 (Normal)	Complete Chapters 8 to 11 on Normal difficulty.	20	Bronze
11 Chapters 12 - 13 (Normal)	Complete Chapters 12 and 13 on Normal difficulty.	20	Bronze
12 Chapters 14 - Epilogue (Normal)	Complete Chapters 14 through to the Epilogue on Normal difficulty.	20	Bronze
13 Umbra Witch	Complete all Chapters on Normal difficulty.	20	Silver

Hard Play

You'll have to play through the game completely on Hard Difficulty to unlock these. In order to access Hard difficulty, you must complete the game once on Normal. However, be aware that you do not need to start a new game. Instead, simply load your completed Normal game file, then use the Chapter Select menus to change the Difficulty level to Hard. Now all you need

to do is select the Chapters you want to play. It's easiest to simply select the Vestibule, and run straight through the game, but it is not required. All you need to do is complete every Chapter and receive a rank (as displayed in your Play History) and you will have completed Hard difficulty.

Title	Description	360 Score	PS3 Trophy
14 New Testament: Ch. 1 - 4 (Hard)	Complete Chapters 1 to 4 on Hard difficulty.	20	Bronze
15 New Testament: Ch. 5 - 7 (Hard)	Complete Chapters 5 to 7 on Hard difficulty.	20	Bronze
16 New Testament: Ch. 8 - 11 (Hard)	Complete Chapters 8 to 11 on Hard difficulty.	20	Bronze
17 New Testament: Ch. 12 - 13 (Hard)	Complete Chapters 12 and 13 on Hard difficulty.	20	Bronze
18 New Testament: Close The Book	Complete Chapters 14 through to the Epilogue on Hard difficulty.	20	Bronze
19 Umbra Elder	Complete all Chapters on Hard difficulty.	40	Silver

Climax Play

To unlock this one, you'll have to complete the game on Non Stop Climax (Very Hard) difficulty. As with Hard, all you need to do is complete every Chapter and receive a rank (as displayed in your Play

History) to complete this difficulty level. You can complete the Chapters in any order you like.

Title	Description	360 Score	PS3 Trophy
20 Legendary Dark Witch	Complete all Chapters on Climax difficulty.	100	Gold



Concentrated Effort

These Achievement/Trophies will take a bit of special play to unlock. In some cases, depending on your play style, you'll unlock these simply through regular play. In other cases, you'll have to go a bit out of the way in order to unlock them.

Title	Description	360 Score	PS3 Trophy
21 I'm A Bit... I Mean Witch.	Execute A Torture Attack.	5	Bronze
22 Feels Good, Doesn't It?	Execute 50 Torture Attacks.	20	Bronze
23 You Want To Touch Me?	Engage Witch Time successfully 10 times.	10	Bronze
24 Nice Try	Engage Witch Time successfully 10 times consecutively.	20	Silver
You'll need to be in an enemy encounter, and during that encounter, you have to activate Witch Time by successfully Evading ten enemy attacks in a row. If you get hit doing this, that is ok, but if you try to Evade an enemy attack and fail to activate Witch Time, then you will break your count. That is, if you Evade five attacks in a row			
and activate Witch Time but simply Evade the sixth attack, your count will be reset back to zero, and you'll have to start all over again. You can easily accomplish this Achievement/Trophy at any pair of Witch Statures. The earliest being in Verse 2 of Chapter I where you have to cross the water using Witch Time. ➔ 01			
25 PLATINUM!	Earn 10 Platinum Medals. Must be earned in 10 different battles.	20	Bronze
You have to achieve a Platinum ranking on 10 different Verses to unlock this one. Simply replay your favourite Chapters and obtain Platinum Ranks for at least 10 Verses and this one is yours.			
26 Double, Double, Toil And Trouble	Create 20 Concoctions.	10	Bronze
The requirement here is to create 20 Concoctions. The lowest priced Concoction is the small Lollipop, and it requires 10 items. The largest quantity of any particular item you can carry is 99. To fulfil this Achievement/Trophy, you'll need 200 items in total. If you don't use items regularly as you play, you'll quickly amass the max. number of concoction items you can carry. You typically pick up Concoction items at roughly the same rate for all three, so you'll gradually fill all three item quantities			
to max. at about the same time. When you have 70 of each item during gameplay, you then have enough to make 20 Concoctions (assuming you only make the small Lollipops). You can make items as you go or if you prefer to make them all at once, simply wait till you have 70 of each item and then begin making small lollipops until you unlock this Achievement/Trophy.			
27 Tread Not So Softly	Kill an enemy by jumping on top of them.	10	Bronze
You'll have to kill an enemy by jumping on them in order to unlock this one. This is actually easier than it sounds. Simply equip the Shotgun or Kilgore to your feet, and then replay the Vestibule. When the Decorations show up, jump on one of them so that the weapon on your foot fires. Do this as often as needed to kill the Decoration and you'll unlock this one.			
28 Nice and Relaxed	Avert 10 enemy attacks with the Moon of Mahaa-Kalaa equipped.	5	Bronze
The requirement here is to avert (Parry) a total of 10 enemy attacks using the Moon of Mahaa-Kalaa accessory. This costs 100,000 Halos, so you'll have to save up to buy it before you can attempt this one. When you are ready, the easiest way to			
accomplish this is to replay the Vestibule and kill the first two Affinity Angels that show up. Now, concentrate on the third remaining Affinity and parry his attacks. Once you have parried a total of 10, this Achievement/Trophy is yours.			
29 Touch And It Will Hurt	Counter 10 enemy attacks with the Moon of Mahaa-Kalaa equipped.	15	Bronze
This is similar to "Nice and Relaxed" The only difference is that you have to Counter a total of 10 enemy attacks. This requires tighter timing than a regular parry, meaning you'll have to parry the attack at the precise moment you take damage from the enemy. It's a bit tricky at first, but with a little practice, you'll quickly get the hang of it. Replay the Vestibule, but leave all Affinity Angels alive. The counter			
der way. But do not Evade or simply parry the attack as this will reset your count. If you address the attack at all, you must counter it, otherwise simply run so that you do not interact with the attack.			
30 Touch And It Will REALLY Hurt	Counter three enemy attacks consecutively with the Moon of Mahaa-Kalaa equipped.	25	Silver
This is very much like "Touch and It Will Hurt" except this time you have to counter three enemy attacks in a row. If you miss an attack, your count will be reset. You don't have to counter every attack, and can instead run from any attack that is un-			
31 Come Here, Little Boy	Taunt and defeat five or more angered enemies while taking no damage. Gaze of Despair may be equipped.	30	Bronze
You'll need to taunt five enemies to enrage them, and then kill them while they are enraged. To make it even more challenging, you must not take any damage as you do this. This means you have to make five consecutive kills while remaining damage free. The best place to do this one is the Vestibule. The Vestibule starts with a wave of three Affinity Angels, and then a second wave of four Angels. An easy way to do this is to kill the first three Angels outright. When the second wave appears, kill two Affinity Angels so that only two are left. Now taunt each one in turn, and then kill it while it is enraged (making sure to not take damage). Once you have killed			
those two properly, three Decorations will show up. Taunt each one, and then kill them. It only takes a single strike from Shuraba to kill a Decoration making this task a bit easier. ➔ 02			
Note: You can use a Yellow Moon Lollipop when going for this Achievement/Trophy. The yellow Lollipop makes you invincible, so you take no damage as long as it is active.			
32 Wicked Weaver	Execute a Wicked Weave attack while using Dodge Offset.	10	Bronze
Normal Handguns you start the game with disable Wicked Weaves).			

For this you'll need to execute a Wicked Weave while utilizing the Dodge Offset system. The easiest attack to use for this is the **Red Hot** attack. Simply hit **Red Hot** as usual, then hit **Red Hot**, but immediately Evade before the kill can execute. Next, hit **Red Hot** to finish the combo and the Wicked Weave will trigger and earn you this Achievement/Trophy. You can attempt this any time after acquiring Scarborough Fair (the

Red Hot Tip: You can actually accomplish this (and the following) Achievement/Trophy during the opening scenes of a new game.

Title	Description	360 Score	PS3 Trophy
33 Wicked Weave Master	Execute 20 Wicked Weave attacks while using Dodge Offset.	20	Silver
This is identical to Wicked Weaver, but you are required to do it a total of 20 times. It's cumulative, so you needn't do them all in a row.			
34 The Deepest Cut	Kill 20 enemies using only Iai-Jutsu with Shuraba. (Iai-Jutsu performed by holding )	20	Bronze
For this one you need to kill a total of 20 enemies using only Iai-Jutsu with Shuraba. This is the charged attack activated by holding down  with Shuraba equipped. You gain Shuraba in Chapter and can begin working on this one as soon as the sword is yours. Be aware that you can Evade and change to Panther form while holding the charge on Shuraba. So to make this a bit easier, you can position yourself far away from the enemy, charge the sword, and then use evasions to get close or change to the Panther and run to the enemy. Once you are close, simply release  to strike. Naturally, replaying the Vestibule is a good choice to accomplish this one. $\rightarrow$ 03			
35 Higher And Higher	While never setting foot on the ground, grab enemies 10 times using Kulshedra.	20	Bronze
You need to use Kulshedra while in the air and pull 10 enemies to you without ever touching the ground. This has to be done consecutively, meaning you'll need to stay airborne and perform 10 enemy pulls in a row without touching the ground. You'll complete this one automatically if you clear the Altheim Portal in Verse 2 of Chapter III. You can also replay the Vestibule and accomplish this on the first three Affinity Angels that appear. Simply perform a double-ump into the air, and then pull an enemy to you. This resets your jump count allowing you to perform another jump, so right after the pull, jump again and then immediately pull another enemy to you. Keep repeating this process of pulling the enemy and then jumping 10 times in a row to unlock this one. You can obtain Kulshedra in Chapter III. $\rightarrow$ 04			
36 The Ice Witch	Freeze 20 enemies while wearing Odette.	20	Bronze
This requires that you use Odette to freeze a total of 20 enemies. You can acquire Odette in Chapter VI. The count for this is cumulative, so you don't have to do them all in a row. Replaying the Vestibule is a great option for this one. Decorations can't be frozen since they don't have enough health to stand up to the beating Odette dishes out, but every other enemy in the Vestibule can be frozen. Using only Odette, you need to deal out 750 points of damage to the enemy in order to freeze it. Each regular kick is worth 120 points, and the multi-tap kicks are 45 points each. If you're using only regular kicks, then it takes seven in total to freeze the enemy. $\rightarrow$ 05			
37 Seeker Of Magic	Purchase three new techniques.	10	Bronze
You have to buy three techniques from the Gates of Hell to unlock this one. The best ones to buy first are Air Dodge (10,000), Siletto (20,000), and Heel Slide (20,000). So, save up 50,000 Halos and then head to the Gates of Hell.			
38 Commander Of Magic	Purchase all techniques.	20	Silver
To unlock this one, you have to buy all of the Techniques that are for sale in the Gates of Hell. The soonest you can do this is after completing Chapter V. You gain the Panther Within ability in Chapter V. Gaining this ability unlocks the Bat Within and Crow Within Techniques, and buying Crow Within unlocks the final Technique of Umbran Spear. Buying all of the techniques will cost you 245,000 Halos.			
39 Record Collector	Obtain three complete Angelic Hymn Gold LPs.	10	Bronze
The requirement here is to obtain three complete Angelic Hymns. The soonest you can accomplish this is in Chapter III. In Chapter I you'll obtain Onyx Roses in Verse 4. In Chapter II, you'll obtain Shuraba in Verse 7 And in Chapter III, you'll find the two pieces complete Angelic Hymn Gold LPs. $\rightarrow$ 10			
40 Record Fanatic	Obtain seven complete Angelic Hymn Gold LPs.	20	Silver
You are required to collect seven Angelic Hymns to unlock this Achievement/Trophy. There are six hidden in the game, the last one being in Chapter IX. This means you'll have to do something special for the seventh one. One way is beat the game on Normal, and then beat the game on Hard. Beating the game on Hard grants you the Angelic Hymn for Bazillions which will make seven total (assuming you found all six that are hidden in the game). Another approach that is a bit quicker and easier, albeit tedious, is to replay the Vestibule chapter (or any chapter of your choice) 100 times. Completing 100 Chapters will unlock the Angelic Hymn for Sai Fung, the Nunchaku weapon. This means you need to play a single Chapter, or any combination of Chapters through to the end 100 times in order to get this Hymn. So it is possible to unlock this Achievement/Trophy after completing Chapter IX, but it can be a tedious route if you choose to chase the Sai Fung Hymn. $\rightarrow$ 06			
41 Treasure Collector	Discover half of all the Umbra Witches' final resting places.	10	Bronze
You'll need to discover half of the Umbra Witches' final resting places for this one. The resting places are the Witch Chests that you break open to find Broken Witch Hearts and other items. Simply follow the Scenario Guide listed earlier in this guide and make sure to open every chest you find and you'll easily unlock this Achievement/Trophy.			



Title	Description	360 Score	PS3 Trophy
42 Treasure Fanatic	Discover all of the Umbra Witches' final resting places.	20	Silver
This is like Treasure Collector but you have to find and open 100% of the Witch Chests in the game. Again, follow the Scenario Guide listed earlier in this guide to find every chest.			
43 The Path To The Heavens	Discover all Altheim portals.	30	Bronze
You need to discover all the Altheim Portals to unlock this. This means you need to find where they are and then enter them. You don't have to beat the Altheim Portal, just enter it, then turn around and exit it. This will count as being discovered. Do this to all of the portals and you'll unlock this Achievement/Trophy. To find all of the portals, please refer to the Scenario Guide chapter of this guide.			
44 Angel May Cry	Complete half of all Altheim Portals.	20	Silver
Here you are required to complete half of the Altheim Portals. Please refer to the Scenario Guide to find the Portals. For help in easily completing each one, please refer to the Pure Platinum Combat Guide chapter of this guide.			
45 Angel Slayer	Complete all Altheim Portals.	30	Gold
This is like Angel May Cry but here you are required to complete all of the Altheim Portals.			
46 Truth In Its Purest Form	Collect all of Antonio's Notebooks.	30	Silver
You'll need to find all of Antonio's Notebooks to unlock this one. There are 28 in all to find, and the last ones are obtained in Chapter 15. Please refer to the Scenario Guide chapter of this guide to find out where all the Notebooks are located.			
47 Naughty Tentacles	Destroy all of the tentacles that drop down together during a single sequence in Chapter 9.	20	Bronze
After beating the Kinships in Verse 6 of Chapter 9, you face a long fall to a distant platform below. As you fall, you will bump into tentacles that can be destroyed. If you destroy every single tentacle on your way down, you'll unlock this trophy. As you are falling, you can press and hold  to slow your descent to nearly a stop. This will allow you to align yourself with the weak spot of the tentacle so that you can attack it with your weapons. The weapon of choice here is Kulshedra due to its long reach. Regular gunfire will also work, and  attacks are good when you have gun weapons equipped to your hands. While you can simply fall through the weak spot to destroy it, it's best to use gunfire to align yourself for regular weapon attacks to ensure you don't miss any of the tentacles. →□ 01			
48 A Mother's Love	Defend Cereza during the out of body experience, ensuring she takes no damage.	20	Bronze
This Achievement/Trophy requires that you kill all the Angels in Verse 6 of Chapter 6, while ensuring Cereza takes no damage. The best approach is to rely on hard hitting attacks like the Durga Damned Souls, Barrage Switching with Kilgore and Torture Attacks. Try to stay away from where Cereza is located, and attack the enemy mercilessly. If you're having problems with this one, then equip the Gate Of Despair accessory. This keeps the enemy in an enraged state which means they will more aggressively track you while ignoring Cereza.			
49 Fire The Afterburners	Earn Platinum Medals during Verse 1 and Verse 2 of Chapter 14.	20	Bronze
To unlock this one, you'll have to achieve Platinum ranks in both Verse 1 and Verse 2 of Chapter 14. It's best to attempt this one after you have played through the game once and have a full Magic gauge (three bars). It's also a good idea to practice a few times to get a feel for the enemy patterns and where they spawn from. Also, equip Eternal Testimony so that you always have two Magic orbs available for free missiles. The next section discusses this achievement in detail.			
50 Just In The Nick Of Time	Dodge the runaway streetcar during Chapter 2.	5	Bronze
In Verse 4 of Chapter 2, just before you are introduced to the Enchant Angels, a runaway trolley car comes skidding down the street towards you. Use a well timed evasion to get past that and then you'll unlock this one.			

Fire The Afterburners

First and foremost, you need to avoid taking damage at all costs. This will make things a lot easier. Second, you need to hit as many of the smaller enemies as possible. It's ok to miss a few, but try to hit as many as you can. Third, save your missiles for the Inspired and Boss Angels. Fourth, try not to Evade unless absolutely necessary. The evasion animation is slow and the recovery period before you can fire again is significant meaning you'll miss more enemies. The more enemies you miss, the less Magic you get, and the more often they will fire back at you.

When you face an Inspired, Evade its fireball attack to activate Witch Time. Then, use your missiles to utterly destroy the Inspired and get a huge boost in your combo score. Don't be stingy with your missiles at this point; fire as many as it takes to kill the beast in one go.

Once you finish off an Inspired, be quick to shoot the next Decoration that appears so you can keep your Combo Multiplier active. But you'll have to be fast. Also, shooting the towers in the middle of the water will keep your Combo Multiplier alive as well, so shoot them when you can.

When you face the Courage Boss, move in a circular pattern to avoid the green orb attacks, and then Evade its fireball attack to

activate Witch Time. With Witch Time active, unload on the Angel with all of your missiles for a big combo boost. →□ 02

When you are up against the Temperance Boss, only use your missiles when he spreads his hands in preparation for the beam attack. If you fire missiles at any other time, they will typically miss or hit his hands and not cause damage. Evade his beam attack to activate Witch Time and then use regular gunfire to hit him in the face, but again, don't use missiles at that time as they won't get past his hands meaning they will not count as a hit for your combo score.

When Temperance calls in the first wave of Decorations, get down low and aim directly below him and dead centre with his body. The first wave of incoming Decorations always converge dead centre and just below Temperance, so be waiting for them with rapid fire to easily destroy them all.

The requirements you are looking to meet are as follows: obtaining Platinum in both Combo and Damage with Gold in Time will give you an overall Platinum rank. If you also obtain Platinum in time, then you'll get a Pure Platinum rank (but only regular Platinum is required for this Achievement/Trophy).



Ultimately, the key to unlocking this Achievement/Trophy is to not take damage. Not taking damage is paramount since being damage free greatly improves your rank, and each bit of damage you take strips you of four orbs of Magic meaning you will have less missiles. Secondly, you need to hit as many smaller enemies as possible (to build up Magic). Lastly, use missiles on the larger bosses to rack up big combos. Do this methodically, and you'll unlock this one. →□ 03

Minimum Verse Requirements*

	Verse 1	Verse 2
Combo	8,360 – Platinum	13,130 – Platinum
Time	06:40 – Gold / 05:00 – Platinum	09:07 – Gold / 06:50 – Platinum
Damage	0 – Platinum	0 – Platinum

*Based on Normal Difficulty level



SPEED RUN

In many games, a personal challenge to the player is to see just how fast you can get through the game from start to finish. This is called a Speed Run. In Bayonetta, not only is a Speed Run a nice challenge to present to yourself, but it is also tied to a special unlockable accessory: the Bracelet Of Time. In order to unlock that accessory, you must complete the game on Normal difficulty (or higher) in under three hours.

About Time

The first thing you need to understand is how time is measured in Bayonetta. There are actually three clocks in the game, the Chapter Clock, the Verse clock and the Save File clock. The Save File clock tracks every total second that you play the game. The instant you turn the game on, that clock begins running. The Verse clock is used to rank you for each individual Verses.

To unlock the Bracelet Of Time, you are only judged on the Chapter clock. In the Chapter Sub-Menu, you will find the option of "Play History" (after you have completed the game once). On the Play History screen you will see each difficulty level you have unlocked, and slots for each Chapter. If you select one of those slots, you will pull up detailed information on your play performance for that Chapter.

The "All" slot displays a brief synopsis of all Chapters, and shows your total time spent playing the game on that difficulty level. It is this time (as displayed in the All slot) that you must get to under 3 hours. You can accomplish this by replaying each Chapter to get a faster time and then selecting Update at the end of the Chapter to update your play history with the new time.

Pausing Chapter Time

Now that we have covered when time starts (the beginning of a Chapter) and when it stops (the clearing of a Chapter), there is one more thing to go over, and that is pausing the Chapter clock. There are several instances during a Chapter where the clock pauses.

Pausing Time

Event	Description
Menus	Accessing any of the game's menus will pause the clock.
Enemy Intro	Any time a new enemy is introduced, the clock stops as that animation plays out.
Cutscenes	The clock stops for all cutscenes; so feel free to enjoy them as you play.
Angelic Hymn	Any time you pick up an Angelic Hymn, the clock is paused.
Antonio's Notebook	Picking up one of Antonio's Notebooks will pause the clock.
Crows	When you capture a Crow, time is paused as long as the Crow display is on screen.
Broken Witch Hearts	Upon finding a Broken Witch Heart, time will pause as long as the heart is displayed on screen.
Broken Moon Pearls	Time will remain paused as long as the Broken Moon Pearl you have found is displayed on screen.
Climax Kills	When performing a special Climax Kill on an enemy, time will pause for the duration of the event.
Gates of Hell Shop	Entering the Gates of Hell pauses time.
Loading Screen	Time is paused during the loading screen. If you hit the Game Menu button while on the loading screen, you will activate Practice Mode which also pauses time.

Beside the events listed in the Pausing Time chart, time is also briefly paused during the animation where Bayonetta blows a kiss to break the Angelic seal at the end of a Verse. While this animation plays, time will pause, but it immediately begins running again once the Verse results are shown on screen. Naturally, this means you shouldn't hang around looking at your Verse results for too long!

Red HotTip! Time does not stop during a Torture Attack! You'll need to consider this during battles since Torture Attack animations can be quite long. It is often faster to kill the enemy with regular attacks.

Choosing Your Equipment

Before beginning a Speed Run, you should be well prepared with all of the right equipment to make things as easy as possible. Here we will give you a tried-and-true list of suggested weapons sets, accessories and so on. Using the configuration we list here will help you to easily handle the most difficult of situations and get through the Chapters as quickly as possible.

Speed Run Load out

Weapons: Set A	Shuraba	Durga
Weapons: Set B	Kulshedra	Lt. Col. Kilgore
Accessories	Moon of Mahaa-Kalaa	Eternal Testimony
	Air Dodge	Bat Within
Techniques	Heel Slide	Crow Within
	Tetsuzankō	Umbran Spear

Weapons: Set A

Shuraba is a very powerful and fast weapon, and a natural choice for a speed run. Equipping Durga to your feet serves several purposes. Durga in Fire Mode will allow you to walk on fire without taking damage, even in Panther form. When in Lightning Mode, you can walk on electrified water without taking damage, as well as walk through ground based electrical attacks, such as those used by Glory.

Another advantage are the damned souls you can place with Fire Mode Durga. Also, for enemies draped in fire, you can immediately hit them with Fire mode kicks and damned souls without having to activate Witch Time. Finally, having Durga equipped to your feet is the first step to an extremely powerful technique known as Barrage Switching, which is fully covered in the Combat Guide.

Weapons: Set B

Kulshedra is indispensable in dealing with the Harmony Angel. And of course, having Lt. Col. Kilgore equipped to your feet is the second step to successful Barrage Switching.

Accessories

The Moon of Mahaa-Kalaa allows you to parry enemy attacks. Eternal Testimony gives you two free Magic orbs. If you don't parry enemy attacks often and prefer another accessory, then opt for Selene's Light. Selene's Light will automatically trigger Witch Time for you when you take damage. → 01

Techniques

These are the minimum techniques we suggest. You should at least have these and know how to use them before beginning a Speed Run.

Basic Training

Using Items

Using items impacts your rank and can lower your score. However, on a Speed Run, rank is unimportant — all that matters is the fastest time possible. While it is possible to get a time below three hours without using items at all, you may still want to consider it.

The two items of most importance are the Yellow Moon Lollipop and the Bloody Rose Lollipop. The Yellow grants you invincibility while the Bloody Rose doubles your attack strength. If you plan on using items, then you should make as many as you can, and then equip them to the Directional Pad. There are some Verses that will not allow you to open the Game Menu and access your items, so it's important that you equip them to the Directional Pad ahead of time.

Moving Fast

In a Speed Run, moving fast is the name of the game. The fastest possible method of travel in the game is in Panther form. In Panther form, you move 2.35 times faster than a regular run.

Speed Comparison

	Method	Increase In Speed
Running	Base	
Crow*		1.40x
Odette		1.72x
Repeated Stiletto with Shuraba		2.29x
Panther		2.35x

*Crow form only lasts for 7 seconds.

Umbran Spear

Once you purchase the Umbran Spear technique, you'll gain access to this special manoeuvre. To perform it, simply double tap the Lock-On button while in regular Bayonetta form (you do not have to be in Crow form). This will cause Bayonetta to lock-on to the nearest enemy, instantly change to Crow form, and then fly at incredible speed directly to the targeted enemy. This technique is extremely handy when moving from one enemy to another, or should you get pushed away from an enemy while you are attacking it.

You need one Magic orb to perform this technique, so if you are out of Magic, then you can't do it. This is why we highly recommend you to equip the Eternal Testimony accessory during a Speed Run. The two free Magic orbs Eternal Testimony allots you, ensure that you'll always be able to perform the Umbran Spear whenever you need it.





Damned Souls

Using Weapon Set A of Shuraba on hands and Fire Mode Durga on feet, your most powerful attack is the .

The kicks of this attack, when held, will place powerful Damned Souls that can damage and destroy your enemies. Each Bomb you place is progressively more powerful than the last, so you'll want to place all three when possible. →□ 02

Beast Combo

Here's a rather powerful technique that is fairly easy to accomplish. The idea of the Beast Combo, is to build up several attacks into one combo and then unleash all of that power on the enemy at once. To do this, start by transforming into the Crow and then hit to activate the Cyclone Feathers. Now, drop back down to regular Bayonetta and perform a combo with Shuraba. Make sure you hold the 4th to fully charge it. Once it is charged, keep holding and do not let it go. →□ 03

It requires one Magic orb to activate the Crow Feathers, and it also requires one Magic orb to trigger the Catfight Claw on an enemy. This is yet another reason we strongly suggest equipping the Eternal Testimony accessory. The two free orbs that accessory gives, makes sure you will always have enough Magic to perform these special manoeuvres.



Dealing With Enemies

During the Speed Run, there are many enemy encounters that you will not be able to run away from. In these cases, you simply have to pound your enemy into submission before you can move on.

General Encounters

In general, you will always do well by triggering Witch Time and then using Durga Damned Souls or Barrage Switching. As a general rule of thumb, use Durga Damned Souls on packs of enemies, and Barrage Switching on single enemies. Also, use Umbran Spear methodically to stay close to your enemies.

If you are having problems with any particular enemy encounter, please refer to the Angels chapter and Pure Platinum Battle Guide of this book for full details on taking out your enemies. In the Speed Run guide, an entry of "Required fight, general encounter" will mean to use Damned Souls and Barrage Switching for a fast end to the fight.



Kinship

You won't see these Angelic ships often, but their rocket attacks can be problematic. To take the Kinship out quickly, wait for the rockets to get close, then Evade to activate Witch Time. Jump onto the ship, and with Weapon Set A active, attack the rear housing with a . The Durga Damned Souls will reduce the Kinship to rubble in seconds. On Normal, the Kinship is finished with the second Damned Soul. → □ 01

Occult Device: Golem

To take out the Golem in record time, walk close and stand in front of it. This will trigger its clap attack. Wait for it, and then Evade properly to activate Witch Time. With that done, immediately use the Umbran Spear (double tap the Lock-on button) to warp to the Golem's exposed weak spot. Follow the Umbran Spear with an immediate Barrage Switch combo or even a mid-air Durga Damned Soul. Repeat this pattern as often as needed and the Golem will go down fast.

Grace & Glory / Gracious & Glorious

More often than not, these Angels appear in areas without a leading cutscene. When you know you are about to encounter a pair of these, build a Beast Combo and then run to where they will spawn. Unleash the Beast Combo and follow that with an immediate Torture Attack to quickly finish one of these Angels off. With the first one down, it's much easier to concentrate on the remaining Angel and use Durga Damned Souls or Barrage Switching.

Harmony

These flying Angels can be problematic because they are hard to reach with regular attacks. The fastest way to take them out is to jump into the air and use Kulshedra to Snare a Harmony and then use the Cowgirl Spin to quickly destroy any other Harmonies in the area, before killing the last Snared Harmony with a Shuraba combo.

Ardor

This Angel attacks fast and often making it relatively efficient to simply wait for their attack and then Evade into Witch Time. With Witch Time active, Barrage attacks or Durga Damned Souls will quickly tear the Ardors to pieces.

Alternatively, you can use Umbran Spear to get behind the Ardor and then repeatedly use Heel Slide on him. Hitting an Ardor repeatedly from the back with Heel Slide can Stunlock it so that it can't move or retaliate. Keep using Heel Slide from the rear until the Ardor is dazed, then go for a Barrage Switch combo to easily finish him off.

Beloved and Braves

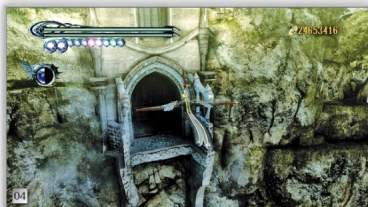
These large enemies are extremely weak to the Wicked Weave version of the Tetsuzanko attack, which is best performed with Shuraba. If you don't mind using up your Magic, then repeated use of Tetsuzanko is the fastest way to take them out.

Inspired

For a fast win, used repeated gunfire (press  rapidly) to knock the Inspired from the air, then use Umbran Spear to get close. Quick use of Durga Damned Souls will finish the Inspired in record time.

Jeanne

Jeanne is truly a worthy foe and can certainly prove problematic. If ever you were going to use an item, it should be against her. Using a Yellow Moon and Bloody Rose makes taking Jeanne



out with Durga Damned Souls fairly simple. In a few encounters (such as Chapter II) you'll need to equip the Yellow Moon and Bloody Rose to the Directional Pad before you start the fight since you are denied access to the Game Menus (and thus your items) while fighting Jeanne. If, however, you have already equipped the items to the Directional Pad, you can use them once the fight starts by pressing and holding the appropriate direction on the Directional Pad.

Boss Fights

Some chapters are dedicated to just a Boss Fight. Often, your original time is good enough. If you want to improve your time for a Boss Fight Chapter, please refer to the Angels chapter of this guide for a detailed strategy. Since speed is more important than rank here, consider using a Yellow Moon and Bloody Rose Lollipop to speed things up.

Prologue: The Vestibule

Verse	Strategy
1	As you are working your way through this Verse, do not use Torture Attacks. Instead save all of your Magic for Verse 2.
2	Come to this Verse with three full Magic bars from Verse 1 and immediately do all three Torture Attacks.

Chapter I The Angel's Metropolis

Verse	Strategy
1	Skip the fight and run for it.
2	Skip this Verse by ignoring the Witch Statues. Do not interact with them. Instead, transform into the Panther to double jump over the water, or use Crow Form to fly over it. →□ 02
3	Alfheim Portal, skip it.
4	Required fight, general encounter.
5	Hidden Battle, skip it.
6	Required fight, general encounter.
7	Stay on the stairs and dodge (or Parry) the Fireballs Fortitudo shoots at you to trigger Witch Time. With Witch Time active, immediately unleash Wicked Weave attacks, such as Tetsuzankō, on Fortitudo. Alternatively, with the Moon of Mahaa-Kalaa equipped, parry the Angel's fireballs back at him for enormous damage and a huge combo count. →□ 03
8	Required fight, general encounter.

Chapter II Vigrid, City of Déjà vu

Verse	Strategy
1	Use the Jeanne strategy here.
2	As soon as the introduction of Dear & Decorations is over, jump into the air and click the Left Stick to cancel Witch Walk. This will cause you to fall towards the chasm below. As you are falling, change into the Crow and then fly over to the exit door to immediately end this Verse. →□ 04
3	Required fight, general encounter.
4	Required fight, general encounter.
5	Alfheim Portal, skip it.
6	Alfheim Portal, skip it.
7	Required fight, general encounter.
8	Alfheim Portal, skip it.
9	Kill the Applauds quickly. Once they are dead, transform into the Panther and double jump over the chasm. You can also transform into the Crow and fly over it. →□ 05
10	Required fight, general encounter.

Chapter III The Burning Ground

Verse	Strategy
1	The enemies here are Burning, meaning you can't hit them with regular weapons (other than Fire mode Durga or long range attacks) unless you are in Witch Time. For this fight, it's best to equip Fire Mode Durga to both hands and feet and rely heavily on Damned Souls from both and attacks. Build up a full Magic gauge in this area. This means not getting hit (so be evasive) and not using Torture Attacks. To be safe, you can use Kulshedra's Cowgirl Spin, Evading when an enemy is about to attack.
2	Alfheim Portal, skip it.
3	Skip the fight and run for it.
4	Bring a full Magic gauge here from Verse 1. Use Umbran Spear to get close to Fairness and start a Torture Attack. Once the first Torture Attack is done, immediately initiate a second Torture Attack to finish this beast. →□ 06
5	Alfheim Portal, skip it.
6	Skip the fight here and ignore the Angels that appear. On the first rocky bridge that connects the buildings across the lava river, stand in the middle and face the second bridge. Fly over to the second bridge in Crow form. Land on the second bridge then fly over to the bus. Be quick with well timed jumps after the cutscene so that you can get back on the building before you fall into the lava. Now, transform into the Panther and run up to the top of the building. →□ 07
7	Required fight, general encounter.
8	Skip the fight and run for it.
9	Required fight, general encounter.
10	Verse 10: Alfheim Portal Skip the Alfheim Portal in this area. After coming through the large portal gate, look to the right and you'll see a small floating island. Jump out towards it and then transform into Crow form and fly over to the floating island. Now run up to the hourglass and pick it up. Doing this allows you to bypass the Witch Statues and having to activate Witch Time.
11	Alfheim Portal, skip it.
12	Skip the fight and run for it.



Chapter IV The Cardinal Virtue of Fortitude

Boss Fight only

Chapter V The Lost Holy Grounds

Verse	Strategy
1	Skip the fight and run for it.
2	Use Grace & Glory strategy here.
3	Alfheim Portal, skip it.
4	Run past all the Angels when possible. Only one fight is required and that is with Fairness & Fearless.
5	When you get near the end of the fall, pull down on the Left Stick so that you hit the wall as low as possible to save a little time. Use the Grace & Glory strategy at the start, and then the Harmony strategy to finish up. →□ 01
6	Use the Ardor strategy here.
7	Skip the fight and run for it.
8	Alfheim Portal, skip it.
9	Use the Grace & Glory strategy here.
10	Alfheim Portal, skip it.
11	Use the Inspired strategy here.
12	Skip the fight and run for it.
13	Hidden Battle, skip it.
14	Once Jeanne has been dealt with, move forwards but do not turn into the Panther. Instead run forwards and jump as Bayonetta to first block. From there, move forwards and then change into Crow form and fly over to the final block. This allows you to skip the text that appears when you transform into the Panther at this point. →□ 02

New Game
04 109

Chapter VI The Gates of Paradise

Verse	Strategy
1	Required fight, general encounter.
2	Use the Inspired strategy here.
3	Required fight, general encounter.
4	Alfheim Portal, skip it.
5	You'll face Grace & Glory at the top of the stairs. Once you are done with them, move forwards and ignore the next batch of Angels that appear. Instead move past them and then jump over the gap in the bridge while in Panther form. →□ 03
6	Required fight, general encounter.
7	There are Angels here, but ignore them. Instead, once you are in this area, stop and charge Shuraba's Iai Jutsu to Level 2 (press and hold ). Once it is fully charged, transform into the Panther and run to the gate. Hit the gate with your strike and then transform into the Panther once more and run into the tunnel. →□ 04
	Stay in Panther form and continue to run quickly up the tunnel. Stop at the trash bins and cars to throw them at the Beloved and then transform back into the Panther and keep running.
8	Here you face Fairness & Fearless. At the start of the encounter run past them and get next to the Beloved ahead. The idea is to lure Fairness & Fearless into the Beloved's area with you. Shortly after entering the Beloved's area, he will attack you with meteor strikes. Simply run about the area to avoid being hit, and let the meteors kill Fairness & Fearless for you. Once they are dead, attack the Beloved with Durga Damned Souls for a fast win. →□ 05
9	Required fight, general encounter.

Chapter VII The Cardinal Virtue of Temperance

Boss Fight only





Chapter VIII Route 666

Verse	Strategy
1	Required fight, general encounter. For a fast victory, use Wicked Wave attacks such as to knock the Angels off the cars and into the street. If they hit the street, they are gone forever. →□ 06
2	Required fight, general encounter. It's advisable to move the fight to the side of the road to avoid the cars. For a faster win, a yellow Lollipop is a good choice if you're so inclined.
3	There's not much to do to out time here. The fastest way through is to just drive full throttle by pushing up on the Left Stick and ignore everything else.
4	Same as Verse 3.
5	Required fight, general encounter. To make things bit easier, jump into the air and begin building your Barrage attacks while airborne. Using a yellow Lollipop here is a great idea if you're inclined to use items. →□ 07

Chapter IX Paradiso: A Remembrance of Time

Verse	Strategy
1	Required fight, general encounter.
2	Alfheim Portal, skip it.
3	Required fight, general encounter.
4	Skip the fight and run for it.
5	Required fight, general encounter. You'll have to avoid being hit by a falling Occult Device during the fights here. A great place to fight is at the rear of the area to the left of the statue that you must use the key on. Also, the raised area where one of the chests resides is a great spot. Once you have used the key, transform into the Crow and fly over to the next area. →□ 08
6	Use the Kinship strategy here.
7	Alfheim Portal, skip it.
8	Skip the fight and run for it.
9	Hidden Battle, skip it.
10	Use the Golem strategy here.
11	Alfheim Portal, skip it.

Chapter X Paradiso: A Sea of Stars

Verse	Strategy
1	Required fight, general encounter.
2	In this area, ignore all of the enemies and simply break the four magical walls to make the gears form. When all the gears are in place, continue to ignore the enemies and go to the crank. While you are using the crank to rotate the island, the enemies will pause and can't attack you. →□ 09
3	Alfheim Portal, skip it.
4	Use the Harmony strategy here.
5	The enemy encounter here is best handled with Barrage Switch combos. When you face Temperance at the end, immediately launch a Barrage Switch combo. It can easily reach him even at a distance, making this a very short fight. →□ 10
6	Required fight, general encounter.
7	Skip the fight and run for it.
8	Use the Grace & Glory strategy here.
9	Alfheim Portal, skip it.
10	Hidden Battle, skip it.
11	Required fight, general encounter.

Chapter XI The Cardinal Virtue of Justice

Verse	Strategy
1A	Use the Ardor strategy here.
1B	Boss Fight

Chapter XII The Broken Sky

Verse	Strategy
1	Ignore the Angels here and quickly run to the end of the area where the exit door is located. Targeting the door with your attacks to break it open can be tricky if the Angels get near you. If you have problems hitting the door to break it open, plant a Durga Damned Soul near the door and that will do the job for you. → 01
2	Use the Grace & Glory strategy here.
3	Hidden Battle, skip it.
4	Alfheim Portal, skip it.
5	Hidden Battle, skip it.
6	Hidden Battle, skip it.
7	Alfheim Portal, skip it.
8	Use the Jeanne strategy here.
9	Required fight, general encounter.
10	Use the Harmony strategy here.

Chapter XIII The Cardinal Virtue of Prudence

Boss Fight only



Chapter XIV Isla Del Sol

Verse	Strategy
1	There's not much you can do to speed things up here. Since you don't care about rank during a Speed Run, you needn't bother with shooting any of the enemies, except for the required Inspired and Boss encounters. Otherwise, just fly through the areas and dodge enemy fire to avoid damage.
2	Same as Verse 1.
3	Use the Jeanne strategy here.

Next Code
04-111

Next Code
04-112

Chapter XV A Tower to Truth

Verse	Strategy
1	Hidden Battle, skip it.
2	Use the Ardor strategy here.
3	Build a Beast Combo as you approach this encounter and unleash it on the Angels once they appear. Continue the fight by using Barrage attacks and Durga Damned Souls.
4	Hidden Battle, skip it.
5	Same as Verse 3.
6	Same as Verse 3.
7	Same as Verse 3.
8	Here you have to use the anti-aircraft gun to destroy Temperantia. Aim for his face, and simply ignore any missiles that he fires at you.
9	Alfheim Portal, skip it.
10	Same as Verse 3.
11	Hidden Battle, skip it.
12	Skip the fight and run for it.
13	Use the Golem strategy here.
14	Required fight, general encounter.

Epilogue: Requiem

Verse	Strategy
1	Not much to do here to save time other than keep the Stick pushed forward for full throttle. Drive in a corkscrew around the rocket to avoid enemy fire, while also keeping the Stick pressed down for continuous fire.
2	Same as Verse 1.
3	Same as Verse 1.
4	Skip the fight and run for it.
5	Alfheim Portal, skip it.
6	Boss Fight.
7	Destroy the statue quickly.

Credits
There are three fights in the credits that are best handled with Barrage Switch combos and Durga Damned Souls. However, you could just lay the controller down and let the Credits roll, since the amount of time it takes the credits to roll is the same whether you fight or not.

Congratulations, you've just sped through the game and should have an overall time (as displayed in your Play History) of well under three hours which means you have unlocked the Bracelet of Time. To claim this new accessory, enter the Gates of Hell and you'll get a notification that the accessory is available for purchase.

Once you have the Bracelet of Time, you can use it to further reduce your time on some Chapters if you're so inclined. Whenever you are faced with a magical wall that you need to activate Witch Time to get past, you can use the Bracelet of Time instead of using the Witch Statues. Simply attack the wall, and as soon as it breaks, hold the Taunt button to activate Witch Time and then immediately run and evade through the wall before it can reform. If you have Eternal Testimony equipped, you'll always have two free orbs of Magic which will buy you just enough time to get past any magical wall in the game. This can shorten your time considerably in Chapter V as it allows you to completely skip Verse 9.

40 ODDS & ENDS

ANGELIC & DEMONIC WRITING

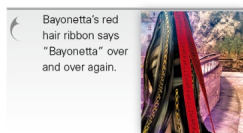


ANGELIC

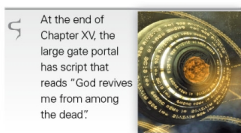


DEMONIC

If you look in the Gallery under Concept Art and then Objects, you'll find a table of the Angelic alphabet and the Demonic alphabet. These symbols are actually used throughout the game to spell various things. In the cities, you'll see Angelic writing on signs denoting a Hotel, Restaurant, Café and more. For things that are related to Bayonetta, you'll see Demonic writing spelling out various things as well. Here are just a few examples of the many things you can uncover using the Angelic and Demonic alphabet tables.



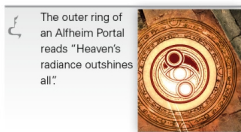
Bayonetta's red hair ribbon says "Bayonetta" over and over again.



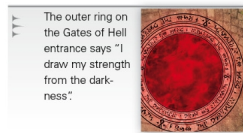
At the end of Chapter XV, the large gate portal has script that reads "God revives me from among the dead".



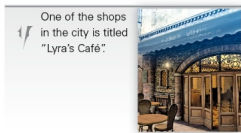
The Eternal Grave that drops during a Torture Attack says "RIP".



The outer ring of an Alheim Portal reads "Heaven's radiance outshines all".



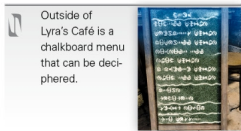
The outer ring on the Gates of Hell entrance says "I draw my strength from the darkness".



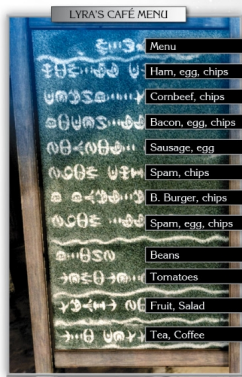
One of the shops in the city is titled "Lyra's Café".



The large trash bins scattered throughout the city say "Dust Box".



Outside of Lyra's Café is a chalkboard menu that can be deciphered.



RELIGIOUS REFERENCES

Bayonetta is obviously rife with religious references. Not only is Christianity referenced, but also Norse mythology, Greek mythology, Indian mythology and more:

- ✎ Virgild in Norse mythology is the great plain where Ragnarok (the end of the world) will be fought.
- ✎ In Chapter V, Verse 6, the tower you enter is called "Jörmungandr's Staff". Jörmungandr was a great serpent in Norse Mythology.
- ✎ Jeanne's whip weapon is called Vittra which is a serpent in Indian Hinduism. Bayonetta's whip, Kulshedra is a dragon-like creature from Albanian folklore. Bayonetta's Durga and Jeanne's Kali are both named after Indian Hindu Goddesses.
- A quick look at the Infernal Demons gives you a peek at the myriad of religious (and secular) references that can be found throughout the game. The game is loaded with far more than we list here. Make it a fun challenge to yourself to see how many other religious references you can identify.
- ✎ **Madama Butterfly:** Madama Butterfly (Madame Butterfly) is an opera by Giacomo Puccini, based in part on the short story "Madame Butterfly" (1898) by John Luther Long.

- ✎ **Malphas:** In demonology (such as King Solomon's Goetia), Malphas is a Prince of Hell with 40 legions of demons under his command. He is depicted as a Crow.
- ✎ **Scolopendra:** Scolopendra is the Genus (biological classification) for large centipedes.
- ✎ **Queen Sheba:** Sheba was a kingdom mentioned in Jewish scriptures and the Qur'an. The "Queen of Sheba" makes her first appearance in 1 Kings 10 in the Bible, which describes her as travelling to Jerusalem to behold the fame of King Solomon.
- ✎ **Gomorrah:** A city mentioned in the Bible that was destroyed by God for being wicked and corrupt.
- ✎ **Hekatoncheir:** This is an alternative spelling of Hecatonchires ("Hundred-Handed Ones"). They were three giants in Greek mythology. They were said to possess incredible strength and ferocity, and were the guards of the gates of Tartarus. It's also interesting to note that, as spelled verbatim in Bayonetta, Hekatoncheir was a Boss in a PC game called "Warning Forever" that was created by Hikoza T. Ohkubo.
- ✎ **Phantasmaraneae:** This is actually two words. "Phantasm" and "Araneae". Phantasm means spirit or ghost. Araneae is the Order (biological classification) of Arachnids that includes Spiders.

ENTERTAINMENT REFERENCES

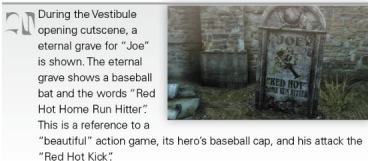
Throughout the game, there are many little references to other games and forms of entertainment. In this section we will list several of the ones that we have found. This short list is nowhere near complete, but it does showcase the most obvious references and should give you an idea of how much more is in the game. How many more can you find?

- ✎ Rodin says "Whad'ya buying." This is a reference to the Merchant in a famous survival-action game.
- ✎ Rodin says he will not put a chainsaw on Bayonetta's arm. This is a reference to Jack in "MadWorld".
- ✎ The gameplay of the first two Verses of Chapter XIV is a tribute to the 1985 game released by SEGA called "Space Harrier" and "After Burner".
- ✎ In the first two Verses of Chapter XIV, warnings written with the Angelic alphabet flash on-screen. These warnings say "An Intruder Has Penetrated Your Force Field!!". This is a reference to a famous shooting game released in 1986.

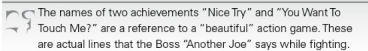


- ✎ In Verse 2 of Chapter XIV, a warning written with the Angelic alphabet flashes on-screen as you approach the final Boss. That warning reads as "A Huge Angel/Temperance Is Approaching Fast!!". This is another reference to a famous shooting game released in 1986.
- ✎ The driving stages of Chapter VIII are a tribute to the 1986 game published by SEGA called "Out Run".
- ✎ During certain attacks, Bayonetta says "flock off". This is a reference to the first part of a famous 3-D action game series.
- ✎ The 16 ton weight that drops during a Torture Attack is a reference to the Heavy Bomb weapon in the 1985 game by SEGA called "Fantasy Zone".
- ✎ In the cutscene leading to Verse 1 of Chapter XIV, Bayonetta says "Welcome to my Fantasy Zone," and then says "Get Ready." Fantasy Zone is the name of the world you play in during the game Space Harrier. Fantasy Zone is also the name of a game made by SEGA. Finally, the message of "Get Ready!" is how each stage of the game Space Harrier started.

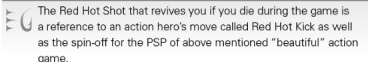




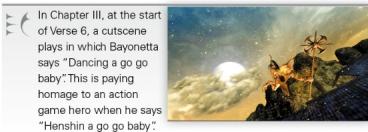
During the Vestibule opening cutscene, a eternal grave for "Joe" is shown. The eternal grave shows a baseball bat and the words "Red Hot Home Run Hitter." This is a reference to a "beautiful" action game, its hero's baseball cap, and his attack the "Red Hot Kick."



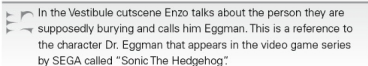
The names of two achievements "Nice Try" and "You Want To Touch Me?" are a reference to a "beautiful" action game. These are actual lines that the Boss "Another Joe" says while fighting.



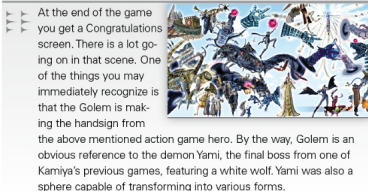
The Red Hot Shot that revives you if you die during the game is a reference to an action hero's move called Red Hot Kick as well as the spin-off for the PSP of above mentioned "beautiful" action game.



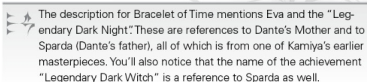
In Chapter III, at the start of Verse 6, a cutscene plays in which Bayonetta says "Dancing a go go baby?"; This is paying homage to an action game hero when he says "Henshin a go go baby?."



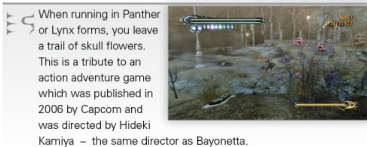
In the Vestibule cutscene Enzo talks about the person they are supposedly burying and calls him Eggman. This is a reference to the character Dr. Eggman that appears in the video game series by SEGA called "Sonic The Hedgehog".



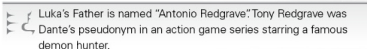
At the end of the game you get a Congratulations screen. There is a lot going on in that scene. One of the things you may immediately recognize is that the Golem is making the handspan from the above mentioned action game hero. By the way, Golem is an obvious reference to the demon Yami, the final boss from one of Kamiya's previous games, featuring a white wolf. Yami was also a sphere capable of transforming into various forms.



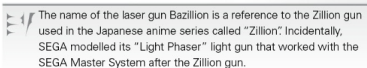
The description for Bracelet of Time mentions Eva and the "Legendary Dark Night." These are references to Dante's Mother and to Sparda (Dante's father), all of which is from one of Kamiya's earlier masterpieces. You'll also notice that the name of the achievement "Legendary Dark Witch" is a reference to Sparda as well.



When running in Panther or Lynx forms, you leave a trail of skull flowers. This is a tribute to an action adventure game which was published in 2006 by Capcom and was directed by Hideki Kamiya - the same director as Bayonetta.



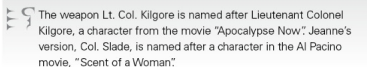
Luka's Father is named "Antonio Redgrave." Tony Redgrave was Dante's pseudonym in an action game series starring a famous demon hunter.



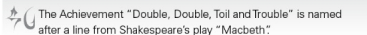
The name of the laser gun Bazillion is a reference to the Zillion gun used in the Japanese anime series called "Zillion". Incidentally, SEGA modelled its "Light Phaser" light gun that worked with the SEGA Master System after the Zillion gun.



The development team of Bayonetta is called Team Little Angels, and the development team of another 3-D action game was called Team Little Devil. Hideki Kamiya, the director of Bayonetta, was also the director of said action game. Also, the rosemary that you can see on this screenshot looks similar to a specific company logo...



The weapon Lt. Col. Kilgore is named after Lieutenant Colonel Kilgore, a character from the movie "Apocalypse Now". Jeanne's version, Col. Slade, is named after a character in the Al Pacino movie, "Scent of a Woman".



The Achievement "Double, Double, Toil and Trouble" is named after a line from Shakespeare's play "Macbeth".

HALO FARMING

There's a lot to buy from the Gates of Hell, and that takes Halos, and lots of them. Here we'll divulge a few secret tips on how to gather Halos quickly. This requires replaying certain sections of the game with special accessories equipped.

Early Halos

This one is fairly simple. At the start of Chapter I, you are in the train station. If you get onto the balcony area above you and break every bench up there, you'll trigger the train to leave the station. As the train is leaving, jump onto its rooftop and ride it into the tunnel. Once you have gone as far as you can go, you'll warp back to where you started and will have acquired 10,000 Halos.

Once you have got your Halos, you can quit to the Chapter Select menu and then start Chapter I over again. This allows you to ride the train over and over while also keeping all those Halos. It's a rather handy trick on a new game for early purchase of Techniques. → □ 01



Chapter VII Boss Fight

This requires the accessories Selene's Light and Gaze of Despair. You'll also need Durga on both hand and feet, and it should be set to Lightning mode. With those preparations in place, replay the Chapter VII Boss fight. During a Boss Fight, "Boss Mode" is enabled so that all attacks trigger a Wicked Weave strike. Lightning Mode Durga is the fastest striking weapon in your arsenal meaning you'll be unleashing a maelstrom of Wicked Weaves on this Boss.

Wicked Weave strikes are worth high combo points, and the Gaze of Despair boosts their value even more by enraging the Boss. Selene's Light will activate Witch Time automatically when you take damage, and when Witch Time is active, your combo score is boosted even further. Obviously, the idea here is to hit the Boss with as many attacks as possible, and to actually let yourself get hit so that Witch Time activates. Simply use the  combo over and over again, and don't bother to Evade (you want to get hit so that Witch Time activates). Do this correctly, and once the fight is over, you'll have a combo score of well over 10 million which equates to an easy 1 million Halos (10% of your combo count). → □ 01

You can actually start doing this the first time you come to this fight on a new game. However, at that time you're not likely to have the needed accessories or a second set of Durga Claws. That is fine. You can still rack up plenty of halos with just Lightning Mode Durga on hands, and then use those halos to buy the needed accessories and Alternative Durga. On a new game, you can amass enough halos for the accessories and Alternative Durga in two passes through this Boss fight by using only Lightning Mode Durga on hands. Then you can properly kit yourself out for a few runs through with everything in place to really begin Halo farming!

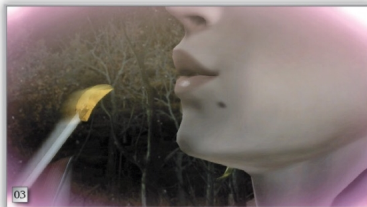
It should be noted that if you do this early in the game before you have a maximum health gauge, you are liable to run low on health and could even die during the last stages of the fight. Since you are Halo farming and don't care about rank, it's ok to use some health items to keep yourself alive if you like. However, should you die during the fight, you'll simply start over at the last checkpoint you reached with full health, and best of all, your combo count will be remembered meaning you'll still get all those Halos.

Late Game Farming

This requires the accessories Climax Brace and Gaze of Despair. The Climax Brace activates "Umbran Climax" which transforms every strike of your weapons into a Wicked Weave strike. Wicked Weave strikes are worth big combo points, and the Gaze of Despair enrages the enemy which boosts the combo score value of each strike. If you also activate Witch Time during a fight, you'll get an even greater boost to the combo score value of every strike.

With those two accessories equipped, replay the Vestibule from start to finish. You'll amass huge combo scores and tons of Halos during the fights. When all is said and done, you can easily gain two million Halos or more just playing through the Vestibule – just make sure you prolong Verse 2 as long as possible. → □ 02

You can't update your Play History With Climax Brace equipped, but you do get to keep all those Halos! Just make sure to save at the Chapter Select screen once you have finished the Vestibule to ensure that your halos are saved.



Taunts

Bayonetta's Taunts

No.	Audio	Requirement
01	I've got a fever, and the only cure is more dead angels.	Perform Long Taunt
02	Let's dance!	Equip Lt. Col. Kilgore
03	C'mon!	Equip Durga
04	Bring it!	Equip Shuraba or Pillow Talk
05	You want to touch me!?	Equip Scarborough Fair, Onyx Roses, Handguns, Sai Fung, or Bazillions
06	Your halo is mine!	Equip Kulshedra

Bayonetta and Jeanne really love to get under the skin of their Angelic foes, and nothing infuriates the Angels more than being taunted by these sexy witches. There are two types of Taunts you can use; a Short Taunt, and a Long Taunt. The Short Taunt is accomplished by tapping the Taunt button, while holding that button down for 1 second will initiate the Long Taunt. Bayonetta and Jeanne each have unique dialogue for their

Jeanne's Taunts

No.	Audio	Requirement
01	I will die before I allow the Umbra to vanish from this world.	Perform Long Taunt
02	You motherfucker!	Equip All 4 One, Garnet Roses, Handguns, Tang Lung or Bazillions
03	Blitch please.	Equip Angel Slayer
04	Blitch please.	Equip Kai (same audio as Taunt 3 with different animation)
05	You bastard.	Equip Vitra
06	You bastard.	Equip Col. Slade
07	Bring it!	Equip Bloody Moon (same animation as Taunt 3 with different audio)
08	Bring it!	Wear Cutie J costume and equip Bloody Moon (same audio as Taunt 7 with different animation)

Taunts. The bit of dialogue you hear for a Short Taunt from each character is dependent on the weapon equipped to their hands (the foot weapon has no bearing on a Taunt). The Long Taunt is always the same no matter the weapon you have equipped. Jeanne even has a special hidden taunt that is dependent on the costume she is wearing.









AN AUDIENCE WITH PLATINUMGAMES

While making this guide, we had the chance to go to Japan and visit PlatinumGames in their Osaka offices. Bayonetta's Director Hideki Kamiya and Producer Yusuke Hashimoto spent more than 2 hours answering our many questions. They reveal the design process that led to Bayonetta's character being created, and describe the influences and choices that resulted in the unique characters and scenarios from the final game. We also asked them for details about how they designed the game's combat system, and for insight into how its toughest battles are balanced.

We made sure to discuss the game's many references and homages with the two creators, and the intentions behind many of them are explained here. Finally, there's talk of what a possible sequel to Bayonetta might be like, and they reveal their all-time favourite games. Throughout this section we have also chosen the most interesting pieces of concept artwork from the game to display in full detail. See for yourself on the following pages.

We'd like to thank Kamiya-san and Hashimoto-san for their time, and for answering all of our questions.



Future Press: Could you introduce yourselves please?

Hideki Kamiya: My name is Kamiya... I was responsible for directing this game.

Yusuke Hashimoto: And I'm the Producer... Hashimoto.

First of all... How did you come up with the idea of making Angels the villains and Demons the heroes of this game? What were the stepping stones to that design?

HK When I first planned to make a 3D game, I came to the idea of making a female as the main character. In Devil May Cry and Viewtiful Joe I put male main characters in the front row. After these games, I was satisfied how I represented male characters. This time I wanted to make a woman the main character, so that I could do something both strange and interesting. The theme "woman" sounded very attractive to me. And the battles being performed by women... well, a battle with normal human beings has its limitations. I wanted to create an incredible battle without limitations. That's why I thought about settings like Superman. It's just my personal taste - I wanted to base the setting on: "She uses powers from the dark side." And a woman with dark powers is equal to a witch, so that was the birth of the witch idea. And this witch is going to fight with... superhuman Powers. Then I talked to my staff about who could be her enemy. They came up with Angels! Angels fighting isn't something we have seen much of. And their existence is very imperial; therefore they would be extremely powerful, for sure. The main character has the dark power... the negative power, and the other side has... how can I put it?... the power of virtue. It's the opposite of what is normally presented as the image of good and evil. That sounded interesting to me. That is the reason behind this game design.

So the angelic side has a human shape, but with a different face and so on.

HK Yeah, that's right. Hashimoto-kun should talk about that. For the time being, he was in charge for the special effects. Originally, the idea for Bayonetta came from him... we were working together in the DMC team for eight or nine... almost ten years. We both had to give up DMC after finishing the first game and so couldn't make a sequel to it. Then, when we were chatting after PlatinumGames started up, he told me, "I would like to see a 3D action game from you, Kamiya-san." I hadn't thought about making a game like that. A long time



Yusuke Hashimoto

has passed since DMC, but we still have a lot of staff who are expert in that. So I thought, if I could work with these people and include all the ideas I had gathered in those eight years, then we could make a great game. So Bayonetta began from that. We had been chatting when we created... or were on the way to creating the team... which only consisted of a few members at the start. We hadn't decided who was responsible for what job and there was no specific designer. Then he started as effect designer. But he could also draw. So when we were talking about the Angels, I told him to draw something he liked, so that I could make a project book. Well, it wasn't quite "I told him to draw"... it just happened like that, Hashimoto drew.

YH Right.

HK Because he was the only one who could draw. And the pictures he gave me were cool. So I wanted him to expand this image.

YH Yes. At this time... we thought the Angels should have a celestial existence, but the Angels were also an enemy in the game. So they had to be menacing. The most important point for me was to show a simple divinity, which is complex at the same time. Nothing I have seen anywhere else, except a divinity... causes fear by its mere existence.

You didn't have anything particular in mind to create a scary, but divine, thing just from your imagination?

YH Designing things which humans believe are divine is tricky... the look may differ, but there are also common points. So I took these parts as reference. That's how I came up with the design of the Angel.

HK The basic idea was the eternal image. Angel's halo, a white image with golden accessories. A light image like that. This goes for the devil and Angels too. No one has ever seen them. Therefore it's just an image. And when I saw his drawing, I thought, "Well, if someone told me 'This is an angel', I'd believe them." Somehow, not like a human and giving a surprising impression. It also gives you a feeling of awe.



Hideki Kamiya

It has an element of this. It's mysterious... so one can say its ghastliness was perfect as an "existence" to fight against. It has a presence.

So, did you start by creating Bayonetta as the main character and then the Angels as the enemies?

HK Yes, that's right. We created the concept of "Bayonetta the witch" in the early phases, but we had to travel a long way before we finished her design. But to tell you more about the Angels... the Angel design was decided almost immediately.

YH He wanted me to just draw, just for drawing's sake. So I drew a lot, really.

HK The Angel's look was finished first, even before we started to design the game.

So, was the design of the enemy the first completed element of this game?

HK Yes. Not wishing to sing my team's praises, but when I saw his drawing, I thought, "That's great!" I didn't want to say anything at that stage, so I asked him to draw by instinct, just draw as many pictures as he could. Then we put his drawings into the game. I told him things like, "This enemy should be bigger. Let's make it a boss enemy." A bit later on we changed their design because of the game. Things like, "I want this enemy to perform a punch, please add claws." So we added a few things afterwards. But getting his original drawings into the game - that was the basic flow.

So this project began with you two?

YH Yes, the trigger came from us two.

HK Yes, the trigger. As I said before, he said to me, while we stood talking, "I'd like to see an action game from you." I was inspired by his statement and so I made a project book. At the same time, PlatinumGames asked me, "How about a 3-D action game?" That was a lucky coincidence. So, in that way, it was the trigger of it all. And during the early phases, where we only had a few members... well, working on ideas during this phase is very joyful. He was one of the most important people at this time.

Jamie
boek

マントはあて
ない時は
こたけ
(目立たないで)



スリ
唐、V-12部は
全す
木製に金箔貼るもの
ベロネに同じ
鏡がセムナリです

スリ
裏地は
マントの裏と同じ
です

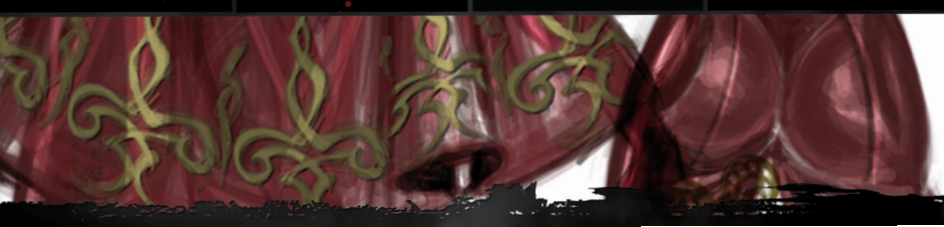
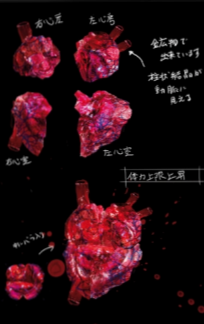
100%のスリ
後のセンター
スリ入って
金箔貼る

マント
袖口の裏地は
上リッドの
100%
裏地は
黒い金箔貼る



Jamie
100% ver.
鏡は飾り
作すので下

100% ver.
100% ver.
100% ver.



How many people were working on Bayonetta during the final phase?

YH By the end... 50 or 60 core members.

You said that a long time elapsed between the initial concept of Bayonetta's character and the final design. What was she like at the beginning?

HK Hmm... our designer had trouble understanding my concept at the beginning. Our designer is called Shimazaki. I felt sure that she would be the only one who would be able to create Bayonetta's character design. Of course, she can take a unique idea and create a design that works. Most of all, she is a designer who pays a great deal of attention to detail, particularly from the woman's perspective. Something men don't have. Sure, this is a 3-D battle action game, but I didn't want typical male imagery: a battle-capable woman in battle suit. Since

Bayonetta is a very womanly character, something we have never seen before.

HK The typical female main character has big boobs and shows her skin – a male image of women, designed to win men's favour. This type of design happens all the time. Women's beauty is not like that. This is what I always told her. And I think she got that. I said, please avoid any poor taste. Eroticism is something that every man can imagine easily. I wanted to create a character who wouldn't be offensive to women. Her back is quite bare. This was her idea. This method of showing skin has a woman's touch. An open back is an elegant way to show skin like a dress. Also, in game view, the player often sees her from behind. And when the player sees her back, it makes the heart beat faster. This type of presentation is very feminine. I guess these elements are the key to successful design in Bayonetta.

the action couldn't be seen clearly. So we thought: What can we do with her hair? This was the most important point.

Our modelling staff and the designer Shimazaki told me that this hair wasn't going to work. Then we had some compromise ideas, like a bizarre hairstyle or braid. But I didn't want things like that. For me, a compromise idea was like no hair. Nevertheless, I still wanted to attach importance to her hair. Then we went through various character designs and became deadlocked. So we decided to go back to square one. The first design communicated itself very clearly to me. We tried to make a main character from this basic design. After many trials and selections, the original design had become distorted. However, it was that very first design that had excited me. So I went back to it. And this design was Bayonetta in a full black suit with



What if I use this design? Hair following her body shape... or better still, I thought, what if everything was made of her hair.

we had a woman as our main character, I wanted to create a fashionable design. We needed a person who was interested in fashion in their private lives as well and who would be able to reflect this in the design. She was the only person I thought could do this, and I wanted her to create the design at any cost. The power of colour fashion – and this is a game with battle elements – meant the clothes had to be black, the colour of witches. Combining these elements was quite difficult for her. I didn't create a detailed brief. I just gave her an abstract image, similar to what I have just said. Then I looked at what she gave me and said, "No, this is not what I meant." This was repeated many times.

Bayonetta has a perfect body. This is rare, and also rare in a real model. Did you create this image at the beginning?

HK Yes. But I didn't show her a real person and say, "Like this image." So, in the final version, we cannot say that Bayonetta is similar to someone.

When and how did you come up with the idea of hair being her weapon?

HK There was a mixed set-up, until we finalized her actual design. When I chose a woman as main character that, of course, made her a witch, so her image, her colour, had to be black. And I attached importance to her black hair. Action movements look best when you have moving objects. It makes playing with the controller fun. Dante has a fluttering coat; Joe has a fluttering scarf. These are elements that make a player's movements look great. So I wanted to use a similar prop this time. I thought of long hair, "cause she is a woman and I wanted to attach importance to that. And talking about the colour, good and evil are inverted here. So I wanted to emphasize the dark image and, because she is a witch, black is her colour. First of all, we simply created a character with long, black hair on the screen. During the first phase, her upper body was covered with hair from her head. The player could perform any action as much as he wanted, but her hair covered the movement and

long hair. I guess that was her drawing choreography – Bayonetta's hair does not fall down straight; it entangles itself with her arms. This was pretty interesting and we started working on it. But then I thought: This is it, this is what is interesting. And I imagined: What if I use this design? Hair following her body shape... or better still, I thought, what if everything was made of her hair, so she can use her magic powers to form it like clothes to fit to her body. This concept had a witch-like element and was convenient, because of the way her hair would behave. It settled everything nicely. Then I asked her to draw the design again with these concepts.

The result: a new design was born, with her hair united with her arms and hanging down around her arms. We could keep the long-haired image and at the same time we had elements which made her actions look better. We did, however, also want witch-like movements: like summoning huge arms and legs from deviloid in order to hit or trample an enemy. She is a witch, after all. So we tried to pull this

idea into shape. On the one hand, there was this elegant image of a woman; on the other hand, a monster would appear suddenly. These images were too distant and did not work together well. But if she could transform her hair into clothes, she would also be able to use hair as medium to summon arms and legs from void. That was a relationship that could be made to work. And then we combined these elements. If she uses hair to summon monsters...

...she will have to use her hair, which also covers her body. So, her skin is shown... We started expanding on this. All the men in our team were excited. So developing this idea went quickly.

YH That was the fastest development time ever. (laughs)

HK The idea to peel off her clothes came incredibly fast.

YH That was finished before I noticed.

Some hair is left covering her intimate parts though, isn't it?

HK She leaves hair covering these areas.

Were they there during the development phase as well?

HK Well, I think we actually took everything off during the development phase. But in-game as well, she loses all her clothes during a great summon.

But hidden with spiral-shaped hair.

HK Yes, these do veil her. Hide her from the camera. The attacked Angel can see things at final moment, but that Angel will be beaten up really badly instead.

There is an unlockable costume called "Sportswear & Boomer". It's a bit erotic and quite kinky. Who made the decision to put this costume in the game?

YH The director. That's what he wanted.

HK My sexual propensity.

I doubt whether EU players will understand this costume.

HK I guess it will make no sense to anybody.

Japanese players will react immediately.

HK I talked with my staff about the fact that this costume would not be understood. But Japanese Animé is getting very popular nowadays. So they will hopefully accept this as Japanese traditional uniform.

But bloomers haven't been worn for years.

HK So I understand.

And you came to the cheerleader idea within this development flow too?

HK Cheerleaders. We came up with many ideas and chose some of them. We were thinking what would work for North America and thought about... things like high school. We have one localization specialist here. I told him that he should come with an idea. He came back with a cheerleader and American school costume. We chose the cheerleader from these ideas, because it was very easy to understand.

Did you send out a questionnaire to the company? Like: "This is the idea, what do you think of it?"

HK No questionnaires.

YH We do chat about ideas. But the final decision depends on his dogmatic, biased view (laughs).

HK Dogmatic and biased (laughs). But this does make a better product. A majority decision system kills good ideas.



YH That sort of method will only produce a stereotypical product. **We thought there must be a business suit costume, because of her glasses.**

HK There were so many ideas I wanted to bring into the game, but due to things like development time, we had to give up on some of them. Doctor, Chinese dress, high school teacher, policewoman... we had so many ideas. And of course, nurse.

YH Yes, many, many ideas. This was only possible because we had a woman as main character. If we create costumes for men... the image is still the same. I think a costume change is only really fun when you have a female character.

HK For example, who wants to see Dante in boy's sportswear? A stylish woman wears a sports uniform from primary school or junior high school. I think this is romantic. Only women can cause such hot romantic feelings.

YH Marked with a name tag.

School class 5-3 Bayonetta.

HK From "5 nen 3 kumi mahou gumi".

Just as we thought.

HK Most of the generation (of video-game players) nowadays won't understand what that is.

YH I don't understand either.

HK Really? I really wanted to join the class 5-3. I watched the TV series "5 nen 3 kumi mahou gumi" when I was in 3rd form.

Did you want the magic items?

HK Absolutely. So, when I came into the 5th form, I wanted to be a member of class 5-3. But I was put into class 5-4 and I thought "Damn!"

YH So you express this feeling now (laughs)?

HK Yes, now (laughs). When I had a blood-type test in the school... well, at that time when I was in the 1st form, a baseball player called Ou was very

I think a costume change is only really fun when you have a female character.

successful...I absolutely wanted the blood type O. And the result came back as O. Yeah!

Let's talk about Bayonetta a little more. She looks like she's around 30 years old... how old is she really?

HK To tell you the truth, we don't have any profile details on Bayonetta, not her age, nothing. The same thing with Dante. No one knows if Dante is his first or family name. I think this makes for a mysterious attraction. In games like Resident Evil, it's better to have a profile like "Leon S. Kennedy, age..." or finished the police school in year something" etc. But in a game with a fantasy element, it's much more romantic when we don't reveal such details. I didn't make a profile for Dante... or for Joe. Joe is just Joe. This time, in the case of Bayonetta, there is no age, or measurements, or anything like that. To create her design and to

new Bayonetta

セクシ

100%の
名



100%の
名



金のチェーン

髪の上に
頭から2本
後ろに2本下
います
そのほか 肩のアクセサリ

チェーンの
下には
アクセサリ



100%

100%

100%

100%

100%

100%

100%

100%

100%

100%

100%

100%

100%

100%

100%

100%

100%

100%

100%

100%

100%

100%

100%

100%

100%

100%

100%

100%

100%

100%

100%

100%

100%

100%

100%

100%

100%

100%

100%

100%

100%

100%

100%

100%

100%

100%

100%

100%

100%

100%

100%

100%

100%

100%

100%

100%

100%

100%

100%

100%

100%

100%

100%



100%

100%

100%

100%

100%

100%

100%

100%

100%

100%

100%

100%

100%

100%

100%

100%

100%

100%

100%

100%

100%

100%

100%

100%

100%

100%

100%

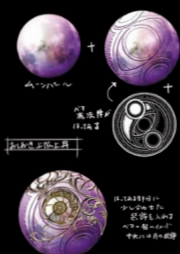
100%

100%

100%

100%

100%



100%

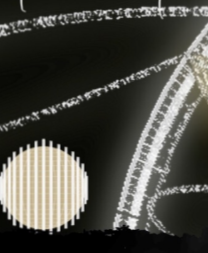


100%



100%

100%



100%



100%

make her 3-D model for development, I just gave them the brief: Please make an adult female, end of her 20s to 30s. For Dante, I said 30... he may have reached 30, or not. Just like that. I think 20s... that is only a child. A bit more adult look is cooler. But the problem was to present his profile. A hero in his 30s sounds a bit strange. Dante had an untidy beard in the first design that Tsuchibayashi drew. But we removed this in modelling phase.

tions as if he's touching glasses and adjusting their position). A gesture. It's typical, but I wanted to try this stereotyped element out. There are so many sub-characters with such this, but no main character. I thought that people might have a feeling of resistance towards main characters with this design. So I decided to ask my staff. I gathered them all in this room. I asked, "I would like to work with this idea. What do you think?"

for her. She can do anything with her hair... She can also stow everything away into her hair. There are scenes where she picks something out of her hair. She hides everything there. She draws chainsaws from there. Like Babaam! Therefore she could pick up anything she wants. I believe..... when she goes into the bath, she takes everything out of her hair and then washes it. When she leaves the bath, she puts it all back and wears her

I thought that people might have a feeling of resistance towards main characters with this design. So I decided to ask my staff.

So he was a bit fresher looking. His real age is unclear, but if you ask me, he is a man in his 30's. Bayonetta is about the same age.

So end of her 20s to 30s?

HK The convenient thing with Bayonetta is that she is a witch. You see in the game things like "500 years" and so on.

At least 500 years old.

HK Similar to Demon Gogore, the Japanese celebrity. She's 500 something years old. She transcends her age.

Is there a normal growth phase between Bayonetta and Cereza?

HK I think so.

So they're growing step by step.

HK Step by step. I think... Dante... I don't know how it is for Dante, but Bayonetta has now reached her peak... both in her appearance and physical skills. She stays in peak condition from now on. With magic power.

You say, with magic. As a witch, she does not have to wear glasses, so what is the significance of Bayonetta wearing them?

HK Ah... We didn't start with the scenario element, but with her appearance. When her design was almost completed... that is to say when the drawing with hair over her arms was done, we decided to work with it. At this point, I said, "Let's give her glasses." Glasses are... a necessary item for a sexy lady. To do movements like this (Kamiya then mo-

The answer was split. Almost half said good, the other half said bad. No one said neither nor. At that point I knew: this character gives a strong impression. And such a character will be a success for sure. Before I talked with them, I thought, "I will change the design if most of them are against this. Because it's too difficult," but with this result I was sure that she would be good and said, "Go." Some stubborn people said f*****g things like "take off her glasses," but I brushed them off. I said, "Do not take her weapon." I didn't want glasses to just be an image item. Her glasses have a bit to do with the story line. She has an obsession with glasses... or rather I should say, I have (laughs). She won't show her face without glasses during the game. I started to imagine the reasons behind this obsession. In our scenario, she had an unhappy childhood. And she wore a stern-looking mask. So she had some traumatic things happen to her, which have caused her to not want to show her real face. That is the reason behind her wearing glasses. She feels a bit safer when she can cover her face with something... she does it unconsciously. It has something to do with her mental weakness. I think it's quite okay for her to have such a weakness.....although I don't talk about this in the storyline at all.

Her glasses are not made by her hair?

HK What do you think?

YN I think they aren't.

HK Okay, then I say no (laughs).

There is one setting which I made

glasses again. That's what she does in my imagination. Glasses are... since she is a woman, they are one of her many accessories.

YN Yes, she has a lot of things to beautify herself. I want players to use their imagination. That's a major point. Also this is just one element. If we say something about that, this setting will be "real", not a fantasy world. That's why we don't want to say concrete things.

HK I don't have a fixed notion about this. But I do have rough settings ideas, so that I can share the same image with all my staff. But I have not created an official document about them, due to the aforementioned reason. I talk for hour upon hour about my imagination, but that is just my imagination. I want players to see game event scenes and think about these elements for themselves.

Our staff were also excited about her appearance. She wore a mask 500 years ago, so she doesn't have to wear these glasses, and so on.

HK The in-game story happens... in one single day?

YN Yes.

HK This story takes place in the space of one day. We could therefore only present Bayonetta on that day. She does own a lot of glasses and could change them regularly. Just like any girl all dressed up to go into town.

With everything stored in her hair.

HK Yes. She does change her hairstyle, fashion and make-up daily. She is totally different to me, who leaves everything at work. I could leave my

apartment within ten minutes of waking up. No woman could do this.

She puts her make-up on?

HK Sure she does.

By herself, or using her magic powers?

HK She could use magic – that's also just my imagination. But it is fun to put make-up on. She does have fun, I guess.

Like a woman.

HK That is the privilege of women. Men can have fun by buying a finished toy, but also by model-making. So make-up must be fun as well.

They must cast the official ancient spells using fixed ritual poses. They need to use this combination or risk the demon they are trying to summon not appearing.

So, because of that, all characters have glasses?

HK Well, that has no meaning.

YH Great that you noticed it though.

Only a few people have spotted that.

HK Yeah. I don't know when that started... Bayonetta wears glasses. And we began to put glasses on her rival character. Then I told Shimazaki, "Let's give all the characters glasses. Let's do it, even though it is nonsense." That's the reason behind the actual design. Luca seems to be the only character without glasses, but he puts his glasses on his collar.

YH Balder wears glasses like that.

HK Balder wears a mask resembling a monacle. So all main characters wear glasses.

We have been talking about make up. Now I want to ask about her facial appearance. The facial animations are fantastic. Can you explain the process involved in making an animation?

HK The facial animator creates the animation. We have an expert in facial animation, Takashima. He works completely obsessively.

YH It's usual to capture facial animations from video when developing for high-end consoles. But this time, we insisted on manual development. He checked videos of talking voice actors for reference. There were also scripts for all characters. He did the complete facial animations manually based on these elements.

HK We made a video of the recording

with permission of voice actors. And he used the mouth movement for each pronunciation as a reference. And facial expression... Takashima did all facial expressions by himself. And I think... although I haven't asked him, he had a lot of fun doing this work. I got that feeling when I talked to him. First we finished test videos with all actions, voices and camera movements, but without facial animations. Then, last of all, he added all the animations to fit to these videos. Not just speech, but also facial expressions were his exclusive territory. I didn't really get involved. What I did tell him was that Europe and the United States

have a culture in which they express things with body and facial gestures, contrary to Japanese culture. That is something we are not familiar with; therefore he had to do detailed research. He did much more than we had asked. He displayed Bayonetta's... and all other characters' characteristics via their facial expressions. He also came to me with fun ideas, like, "I have let this character do this face in this scene." That was really convincing. When there was a long break after someone had finished talking, he put in facial expressions and the whole scene became much more interesting. This break was not designed, but he put various ideas into the gap and thus made scenes much deeper.

Apart from the facial expressions, Bayonetta strikes many poses in the game. She performs a pose after specific techniques and the player hears a camera sound. Who came up with this idea?

HK Whose idea was it... (laughs)? I guess it was mine. I wanted her to perform a pose, because she is a woman. This game has so many elements which were put in "because she is a woman". This is the key difference between DMC and Bayonetta. For example, the lock-on cursor is lip-shaped, or the double jumping effect has a butterfly form. We couldn't do that with a male character, because that would be disgusting. It's only possible because she is a woman. For me, it is one of the elements that express

her individuality. Dante's battle style is very male and rude, but in a positive way. Bayonetta takes notice of fashion – something that doesn't interest men. A man could go into the office without washing his face. It's not possible for women. Their sensitivity is... in my opinion, just like Bayonetta's style. A lock-on icon can be anything, but I used a chic lips icon. And when she is damaged, she starts bleeding, of course. She can even turn this blood into rose form with magic. This reflects her sensitivity to being beautiful, even when she is attacked. This is something that Bayonetta insists on doing. Insists on doing, because she is a woman. That is my image. This is all nonsense. Does she have to pose after specific move? No, she does not. But she does it subconsciously.

These poses came from artwork or something like that?

HK Mainly, Bayonetta's motion animator, Kai and I. We decided on these poses while we were indulging in a bit of man talk. Oh, and another point. Poses were created by the dancer who was the motion-capture model. She studied body movement as part of her dance background.

So I asked her to perform various poses, and she took up a lot of these. When I asked her to please perform something for three seconds, she did an action move and then did a pose at the end. And when I said, a bit longer, about ten seconds, she performed various things for ten seconds and then stopped with a pose. We continued like that until she had run out of ideas. We used these in the game. Anyway, I said that these poses have no meaning. But the movement for summoning a monster has a meaning. In my imagination, at least. Presumably, these movements are part of the witches' magic techniques. They must cast the official ancient spells using fixed ritual poses. They need to use this combination or risk the demon they are trying to summon not appearing. I suppose (laughs). I imagine all witches are trained in some special training ground. Like 1 - 2 - 3, pose! (laughs)

YH I would love to see that. (laughs)

HK Everyone doing the same thing, 50 witches standing there training. Like, "Hey you, not this move! The angle must be like this! Or you won't be able to summon!" One stutter and the spell would be no good. The monster would bite the summoner to death. So everything...

Jeanne is very proud of the fact that she did the official witch training. Therefore her Witch Time will only be activated if she is in an extremely dangerous situation.

...must be perfect.

HK If it's not perfect... well, from this point of view we could summon them anyway, if we could trace their spells and movement perfectly. But we can't, so I guess we have to make something wrong, like 0.1 degree wrong angle or pose. But Bayonetta is really great because she can perform this any time. She performs perfectly whatever her state. Just for the record, Bayonetta did not get any official witch training, because of her terrible mixed blood line. So whilst everyone else is training here, she took a peek and trained on her own. (laughs)

Self taught and a striver?

HK Self taught and a striver. We are getting a bit side-tracked though. Can I talk about using Jeanne as a playable character?

YH Yes.

HK There is a rival character called Jeanne. You can use her as player character when you fulfil specific conditions. Her performance is almost the same as Bayonetta's. But there are three differences. First, she cannot activate Witch Time by normal evading. And the second thing is... uh...

No evasion limit?

HK Right. There is no limit to the number of Evades she can do. And the third thing is... and not many players have noticed this, that her side-step motion is different. In my imagination, all three differences carry meaning. Witch Time is a skill that activates super-fast movement by putting oneself into danger with razor-thin evading. So, Jeanne is very proud of the fact that she did the official witch training. Therefore her Witch Time will only be activated if she is in an extremely dangerous situation. She is someone who drives herself to extremes. There is no limit to the number of evasions. Bayonetta wants to perform a pose after evading, due to her character. But this is not important for Jeanne (laughs). To hell with it.

YH It's her character.

HK Yeah.

YH Jeanne is very serious.

HK Very serious. So when she is fighting together with Bayonetta and sees

how she performs a pose... she thinks "Tss... oh, man, Bayonetta..."

YH It's a bit tough to go with her. (laughs)

HK Yes (laughs). Jeanne is like "Jonathan Joester" and Bayonetta is "Josef Joester" who jokes around, from the famous Japanese comic "Jojo's Bizarre Adventure" "Jojo no Kimyou na Bouken" in Japanese. Now, about the difference of the evading motion. Bayonetta is rolling on the ground. She can do this because her clothes are made of hair, so it doesn't bother her at all. Her clothes are magic-coated and very stable. Jeanne wears her own clothes. Store-bought clothes from the fictional label "D'Arc". She does not want to dirty her clothes. Therefore she evades without touching the ground.

So that's the reason.

HK In my imagination. Her clothes are quite expensive.

She works hard to buy them?

HK I think so. In my hidden setting, she is a high school teacher. She dresses as nicely as she can given her income. **YH** This setting isn't written anywhere?

HK Well, the thing with the high school teacher is in-game.

YH Heard the first time.

HK (laughs) Incognito as a mild-mannered high school teacher, Jeanne.

YH That is in-game.

HK Yes, I put the term "high school teacher" in there. (laughs)

You mentioned the Joester family. You love Jojo's Bizarre Adventure?

HK Yes, I love Jojo.

So did the posing idea and rushed-punching Witch Weave battle against Jeanne also come from this manga?

HK Posing doesn't have much to do with Jojo. In the broader sense, Jojo's poses come from fashion designers' poses. From this point of view, it has the same origin. And the battle against Jeanne is from... well, maybe, it originated from Jojo, but there is a game named God Hand, made by us. And that had the punching battle. I had fun playing this game. So I thought, I will take this element (laughs). Since we are one and the same developer, the

member of staff responsible for enemy development is the same as God Hand, Inoue - called Don-san. He is the enemy programmer for important products. I worked with him on Devil May Cry as well. I hadn't worked with him for a while. He did the programming, and when I was talking to him... he came to the Bayonetta team right after finishing God Hand and told me that he wanted to do a battle like in God Hand. So I replied, "Why not? Let's do the same thing!" I thought this was quite funny. But not a normal punching rush, because we have the Wicked Weave. We should make it dynamic.

And the God home run? From the opening scene?

HK God home run... No. That idea came from director Shimomura, who did the opening scene. He wrote on storyboard, "full swing and bang!" As Sadaharu Oou, our famous Japanese baseball player would say: When batting, do a left-sided one-leg hit.

There are so many parodies and homages in this game. Who came up with those ideas?

HK I would say me (laughs). You found some? I put such elements in wherever I can.

Our guide has a list of all parodies and homages.

HK Really? Wow.

YH So this is the meeting to check you get the right answers, eh? (laughs)

Our staff have captured these costumes and asked me, "What's written there?" So I've had to explain that it is class 5-3 Bayonetta.

HK But it's Be-Yo-Ne-Shi-Ta. It's her own writing, but Bayonetta could not differentiate between "Tsu" and "Shi".

YH In Katakana ツ and シ are very similar and many people make mistakes when writing these letters. Bayonetta too.

HK And also this shows her character. She writes a very powerful Be-Yo and No, then she sees that there is not enough room for the other letters. Therefore the other letters are very small.



Cereza

おかしな子
部屋を出て子供
14c後半~15c前半
CSの服飾が
モア



不規則形

おかしな
子供の服



20



先細り
おかしな髪型

おかしな

左右に
一本ずつ
リボンが
おかしな髪型



トランスホーム壁が
歯車になる

全ての歯車が
個々にモーションする
×モリ輪も回る



装飾し輪が個々にモーション

ホーリングスで
仕掛けを 작동

ステージによって
トランスホーム歯車の
数がちがう
最大4つ



不思議パワーで
動かす

ホーリングス
歯車の
仕組み

下にある
歯車
実際は1部しか
見えない

She misses the spacing really. Jeanne wrote her name in Hiragana. Quite clumsy, but her name fits into the space.

This also shows her serious nature.

HK This makes their characters very clear. Jeanne started to learn Hiragana letters. First Hiragana, then Katakana. Bayonetta is different. Hiragana-Katakana – doesn't matter to her. She lets someone Japanese write "Bayonetta" for her. She looks at it and writes Be-Yo-Ne and then... oops! No space – that would be just the kind of thing she'd say.

Were there any ideas you wanted to use but were not feasible due to development time constraints?

YH He put in a lot.

HK I guess so. Sega wanted me to remove the Sega logo, I wasn't happy about that so I removed all logos from the game.

HK In the opening cutscene, there are gravestones with name credits. It starts with Team Little Angels, then PlatinumGames.

YH Next one was Sega, then PlatinumGames.

HK No, no, no, no, no, no. Sega, then Platinum... no. I think it was Sega, PlatinumGames.

YH That's it.

HK Okay. But now it is Team Little Angels. Team Little Angels, PlatinumGames, then name, name, name. This scene shows five gravestones. But someone from Sega said "Please don't carve our company name into the gravestone." I thought, okay, if that's your attitude I won't show your logo in the game. So I removed all the SEGA logos. So we had an empty gravestone. That's why we quickly put the logo of Team Little Angels on it. That was the story behind that.

YH We had to order this logo. (laughs)

HK When I developed DMC, the team was called "Team Little Devils"

YH So, "Let's take Angels this time."

HK Right, Angels. I haven't asked my staff to... no, better still. I never told my staff that we are the "Team Little Devils." When I was creating the staff credits with one of the team – Shigechi, I said: "The credits look a bit bare. Let's create a team logo." We took the silhouette of a girl and put a tail, horn and wings on her, well, no horns actually. Tail and wings, and wrote "Team Little Devils." And when a member of staff was checking the game for bugs, he asked me, "What is this Team Little Devils?" (laughs)

YH I'm hearing this for the first time. (laughs)

HK The first time (laughs)? This time, it's the same. We now had an empty space. So what should we do? Reducing the number of gravestones to four was no good, because four would be too few. I wanted to show bamm, bamm, bamm, bamm, bamm! I thought "What can we write on the gravestone...?" Then we hit on the idea of a logo.

Well, there was another episode with Sega. The Japanese costume of Bayonetta. Bayonetta is in pink, Jeanne in a purple-blue. And there was a white one in the middle. That was a mark of respect to one game... I wanted to make a costume like Amaterasu. God's emblem on white clothes. They weren't happy about that, but I did not put Amaterasu in the game. It's just Okami!...

YH A pattern.

HK It's nothing more than a pattern.

But they said "No." A big company is stubborn and can't take a joke.

But they didn't object to Beast Within? Because of the flower traces while running?

HK Had nothing against that.

YH That was okay. It's only a bit difficult if we try to directly show a similar character.

HK I know the border to the forbidden things. And I try to get as close to that border as I can.

There are so many parodies in the game. Is there any reference that you think nobody will ever find? The best you've ever done... a hidden one.

HK Hidden one... I checked the internet and someone found it. You know Cutie J?

No.

HK If you unlock Jeanne and buy items for a costume change, you will see Cutie J – a fiction hero who suddenly appears. Jeanne puts on an outfit wearing a mask. Then you'll see "Incognito as a mild-mannered high school teacher, Jeanne," as the caption. First you wear this costume and equip the laser blade-like weapon. If you then taunt, Jeanne will do the changing pose of Joe. Because she is a hero.

We hadn't noticed that. So you wanted to show Joe as everyone's hero?

HK Aah, Well, it could be someone other than Joe. Just a typical Japanese-style hero. And when we talk about heroes, for me, it's this gesture. Recently, Joe has been taking part in Capcom's games. Joe versus... Tatsunoko? Oops, no. Tatsunoko versus

Capcom (laughs). Not Joe versus. That would be a very narrow-view game. Capcom versus... Tatsunoko versus Capcom. Joe is entering this game. But when I see Joe's picture, he never does this gesture. Why is he so peaceful since he left me?

YH He doesn't show his tongue or his gesture. These were the most important gestures for this character, and they have been removed.

HK Those were part of Joe's identity.

So this is the reason behind the ending scene?

HK Yes! That's right.

It was such fun finding them each time.

HK There is a shooting level. And alert messages will appear before the middle boss. Beep! These two messages are... a token of respect to particular shooting games.

Thunder Force?

HK Well, no. Salamander and Darius.

First message: in Salamander, when you get to the boss, you'll see a message saying, "An intruder has penetrated our force field." I changed this to "A huge Angel has penetrated our force field." And from Darius, "A huge battleship... something?"

... "is approaching fast"?

HK "Is approaching fast," yes. I changed this to "A huge Angel is approaching fast." I did it in Viewtiful Joe, too. Like "An unknown cast has penetrated our force field." Hm? "An unknown cast has penetrated our Viewtiful Show." No one noticed it. I thought, "Why haven't you found this?" and wanted to post an entry in the forum. Not one person recognized that.

YH Now this is revealed.

HK Ah! When I saw videos on "Nico Nico douga," people posted "Is this from Salamander?" and then "The second half is from Darius."

YH Yeah, that's okay, but no one knows you put that message into Viewtiful Joe.

But now, everyone will know.

HK And I'm the one who dubbed this message. This was full of personal feeling, but no one noticed that.

This time, you haven't dubbed?

HK This time, the disc is really full and there was no room. I wanted to, but it was not possible.

Now I would like to ask about the battle system.

HK Ah, a serious question.

First you wanted to create a 3-D game, a 3-D action game. How did you get the idea for systems like Witch Time, Dodge Offset and so on?

HK I see. The initial idea was only "Guns on hands, guns on legs" that's all. And Beast Within, Witch Time... I did not know how to put this into the game, but I wanted a lightning-fast system to defeat enemies. That was the initial idea. The question was: How could I introduce this into the game?... by playing. The first idea was just like Joe. The slow motion effect is active while you press the button.....or if you defeat an enemy and they are blown away, and suddenly the video is getting incredibly slow. We tried several ideas. Finally, we came up with the idea of close evading. I had concerns though and discussed them with Hashimoto. This system will make simple attacking more difficult. Simple attacking is not enough. You must evade an enemy's attack. So, by integrating this system, the player must first face the threat of an enemy, which is a hard step for beginner. I was concerned, so I asked Hashimoto, "What do you think?"

YH I told him only one thing, "If the system demands hard input timings from the player, I don't want you to do that."

through playing. I put a lot of enemies in an empty room and played the whole day. When I saw that some timings weren't correct, I went to Don-san immediately and said, "Please lengthen this cancel frame," or, "I'd like to cancel these moves." So I fought the entire time, I evaded attacks in order to activate Witch Time. Then I wanted to perform an attack. As I have already said, the idea of attacking with summoned monsters came during the course of the project. Clothes made of hair matched this idea. Therefore, I integrated this actively into the battle system. But this was a finishing move and evading stopped the sequence. So I wanted to connect these attacks somehow and introduced this system as an experiment. Experienced players were getting better and fitted into this system. At that point, the system became indispensable. From the beginning, this game was designed without a guard system. Well, none of my games have a guard system. Ah, Okami has a defence system due to the game genre. But my pure action games have no guard system. This has to do with my obsessiveness. I want to express the aesthetic of main character's fighting. So rumbling, beating and defeating are not enough. There must be an aesthetic to the

tack or swing if they can't touch their opponent. The opponent doesn't even need to defend. And then comes the counter-attack. This will come from the heart. I wanted to create a hero like that. That's why I didn't create a defence system. This would stop the gameflow. I set great store on game response. I always make an action game with 60 frames per second. I wanted to have fluent fighting, with no stopping. If you want to defend, the moment you press the button everything has to stop. You also stop when you block an enemy's attack. This puts a halt to the flow of the fight, however evading keeps things moving. Especially this time. When you hold the attack button Bayonetta can continue shooting, while evading. So evading becomes a method of attack as well. When you see a video of her fighting, you won't see her stopping for a second. She is moving the whole time and performing attacks on enemies. That's the scene you'll see. This is the battle... their (character's) style. In this game players don't stop, so the fever never goes down. That's the reason behind this system. Therefore there is no guarding, but evading. Evading will stop the combo. I also wanted to introduce beating someone with a gun while shooting.

I wanted to have fluent fighting, with no stopping. If you want to defend, the moment you press the button everything has to stop.

HK Also, Joe's style was to evade and attack. There were players who felt stressed by this. Well, you can attack without evading in Joe. But evading... and attacking with activated slow motion effect is much stronger. This was basic to adjusting the enemy's energy. But there are players who only want to press the attack button to play. I guess these players had trouble in Joe's game system. So I asked, "What if I cause the same problem again?" I was worried about this. But when I listened to the players' feedback, they had had a lot of fun. From the very start, this game was developed for "core" gamers. Our aims and the players' feelings about these aims have matched nicely.

And what about Dodge Offset?

HK Dodge Offset was also created

main character's fighting.

For me, it's important to show that a character insists on doing something which is apparently nonsensical. Bayonetta performs a pose. Her posing is like opening herself up. But she still does this. Being attacked and the roses appearing. This is also quite nonsensical. But, just at this point, she shows the aesthetic of her fighting. The method of showing the aesthetic is the lack of a guard system. I think, defending an enemy's attack causes an even... or rather more of a disadvantage, because the character is defensive. From an enemy's point of view, they have succeeded in hitting a spirited and powerful attack. I think, perfect evading to counter an attack is the key to clobbering an enemy totally. It doesn't matter how often they at-

So you can press the attack button to attack and then shoot immediately by holding this button. Then I thought, "Can't I save my input by holding the button while I evade?" That was the initial idea. I introduced this system as an experiment. And the battle did not really stop. One, two, three... hold the button and evade... and four, five. For example,  performs a hundred kick as final move. You can do  and then perform evade, evade, evade and evade as a movement to get closer to the enemy, in order to hit the hundred kicks. We could finish the non-stop style in that way. The result of 'trial and error'. In reality, this was done at the late production phase. This system didn't exist at the beginning. We could control Bayonetta like our own hands and legs

Jaune Wildcat

ハネカワ同様に羽の
色は

本猫の
尻尾の毛は
黒い毛と赤い毛
の混ざり合った
毛で、
毛の色は
赤い毛が
多い。

黒い毛
と赤い毛

毛の
色は赤い毛と
黒い毛の
混ざり合った
毛で、
毛の色は
赤い毛が
多い。

左足口外
右足口外に
黒い毛
が多い。

尻尾の毛は



ハネカワ

本猫の尻尾の毛は
黒い毛と赤い毛
の混ざり合った
毛で、
毛の色は
赤い毛が
多い。

本猫の

尻尾の毛は
黒い毛と赤い毛
の混ざり合った
毛で、
毛の色は
赤い毛が
多い。

毛の色は
赤い毛が
多い。

Bayaneta Panther

多分、黒い毛。



尻尾の毛は
黒い毛と赤い毛
の混ざり合った
毛で、
毛の色は
赤い毛が
多い。



尻尾の毛は

Jaune Owl

尻尾の毛は

本猫の尻尾の毛は
黒い毛と赤い毛
の混ざり合った
毛で、
毛の色は
赤い毛が
多い。

尻尾の毛は

尻尾の毛は
黒い毛と赤い毛
の混ざり合った
毛で、
毛の色は
赤い毛が
多い。



Bayaneta Owl

尻尾の毛は

尻尾の毛は

尻尾の毛は

尻尾の毛は

尻尾の毛は

尻尾の毛は

尻尾の毛は

尻尾の毛は

尻尾の毛は

尻尾の毛は



一匹の蝶は、
二匹の蝶の羽の
色は

一匹の蝶は、
二匹の蝶の羽の
色は

本猫の尻尾の毛は
黒い毛と赤い毛
の混ざり合った
毛で、
毛の色は
赤い毛が
多い。

尻尾の毛は

本猫の尻尾の毛は
黒い毛と赤い毛
の混ざり合った
毛で、
毛の色は
赤い毛が
多い。



尻尾の毛は

尻尾の毛は

尻尾の毛は

尻尾の毛は

尻尾の毛は

尻尾の毛は

尻尾の毛は

尻尾の毛は

尻尾の毛は

Bayaneta Owl

尻尾の毛は



at long last. Like in the Animé series, Mobile Suit, Gundam's Magnetic Coating, Gundam didn't move properly in response to the incredibly skilled pilot Amuro's directions. The Magnetic Coating ensured Amuro could move the robot in his image. I wanted to bring Bayonetta to higher level so that she can move like my image. We worked hard at improving the response. Dodge Offset was one part of this. I wanted to move Bayonetta just as I wanted.

So if players eventually turn into New-type, they can finish Climax easily.

HK Yes, exactly. We provide the tool. How good you become with it depends on you. There are so many incredible players now.

YH Players have amazing potential. They transcend the reach of our imagination. It's fun to see them.

Now, talking about the Platinum Ticket and the secret battle against Rodin. This fight seems to have been designed as the ultimate challenge for players. Who at PlatinumGames makes the decisions about adjusting the difficulty?

HK Unfortunately, it's not me. Our super player... the best player in the team, is our criterion of the game's difficulty. It's okay if he can win. I just

YH He has developed an enemy that he cannot defeat though (laughs). He could not defeat Rodin. He said this is the only thing he regrets.

HK He said, "It's the first enemy ever I have not been able to beat."

So Don-san created a battle that is balanced to be as hard as it possibly can be?

HK Yes. But Don-san will never introduce an unfair attack. That would be against our policy. We place an emphasis on adjusting the difficulty. We can simply say something is difficult, but it has to be a legitimate difficulty. To make things difficult is what we can do without any limits. For example, an enemy using an attack which far exceeds the player's reaction, or a cheating system which checks a player's input. Like counter-attacking with this attack if a player inputs this move. So your attack will be always countered. Or an enemy moving at a speed that overpowers a player's moving skill. Something you can't evade. A one-frame attack with no preparation motion. Evading is impossible in this case. So we think, we must give them a predictor. "Here comes the attack," then "Now attacking." Players should be able to react. Creating this kind of give and take is, in our opinion, the

Players should be able to react. Creating this kind of give and take is, in our opinion, the difficulty adjustment. So we never do anything unfair.

have to tell you this... When we were testing, Rodin suddenly got double HP and I had to give up (laughs). Like "Whaaaaa?" Don-san is standing behind us, watching the super player and me playing. When we have been trampled underfoot, he gives us a satisfied look. But if we find an easy pattern or strategy, he jumps back to his place and... (types rapidly on the desk).

YH ... and sends the new version to us. So when we check the program, it's already an updated version with no easy patterns. Rodin is now stronger.

Already? Before you even talked to him?

HK Yes. When I went to Don-san and said, "Well, I have just found an easy pattern," he didn't even look at me but simply said, "It's already gone. Load the updated file, it's fixed."

difficulty adjustment. So we never do anything unfair.

Is that why the Death Grab move has a preparation phase?

HK Yes. This is true for Death Grab. We show the preparation.

When we first played this game on Climax, we thought: What? No Witch Time? We despair, but once we had played it a bit longer this mode turned out to be great fun.

HK Well, the difficulty adjustment requires great care. When Don-san tosses an enemy out to play with his first attack pattern and algorithm, it is too difficult. "No damage" defeating is really impossible. And from that "this is theoretically impossible" point, we have to work to pump in countermeasures to these patterns. The game becomes fun, because

we follow this process and we don't spare any expense. If there is an attack off-screen, without any sound, it is unfair. If something comes, there must be a sound as a predictor before the attack. The same goes for motion. First, you start with some flashing effects and then "wham!" This forms a tactic. I want players to react to this.

Can you talk a bit about the sound effects when you rotate the camera to outside the battle area when the enemy does a long-range attack?

HK Yes. This is also my policy from Devil May Cry. What I like is Mari-onette with the shotgun. When it shoots, the wrist rotates. So, if you hear a kind of rattling noise off-screen, then you know a shot will come, "boom!" At this moment you will lose a lot of energy. But you heard the rattling, so you could have evaded. If there was no warning, it would be too dirty. It must be user-friendly. It's the same in Bayonetta. That's why this game has no complex commands for techniques. Because of false inputs... "If I could do this technique, I could counter, but I failed and was damaged." That would not add up. I want the player to be able to trust in our input method completely. If you were damaged, you may think, "That was dirty!" We make an adjustment so that you then think, "But I was also not good enough, because I did not react." That is our method. You can then say, "Wow! This enemy is strong!" This is the key. I can't win, but when I play, I see the attack chance. I had to Evade here and attack. Since I'm an old man, I can't react any more. Amuro could have won.

Whether it's Rodin or the final enemy of Angel Slayer, we thought, "What the hell!" When we reached the final boss of Angel Slayer, however, we were defeated within 5 seconds. When we first tried to write a strategy, we wrote "impossible".

YH That is the real voice of a player (laughs).

But on the way, we tried a lot out and found some nice patterns, like keeping this Angel Arm here, and so on. Bayonetta is a quite difficult game for this day and age. Was it the first concept of a game made for the core gamer?

HK Yes. It has no meaning to create a game of this kind, if we don't do this. If not, we don't need a hardcore game like this. We wanted to work seriously at our aim. So the main game has a high... a challenging difficulty. And we developed Easy Automatic as a basic game (for the non-skilled player), which

has a completely separate design.

YH Putting players off was not what we wanted. We wanted them to have fun with an action game. But this is not enough. In general, we think that not many players want to play challenging action games. We wanted as many players as possible to enjoy Bayonetta. Therefore we developed the Easy Automatic mode with a totally different control mechanism. In this mode you only have to press one button. You can have fun just by looking at the display and tapping on the button.

Did you create this system so you could also show players what techniques they could employ, if they wanted to?

NK Maybe for more skilled players, but the most important reason is difficulty. What does a beginner need, if they are to enjoy a game like this? "Enemies with low HP, player with high HP and the enemy is dead." No, not like that. A beginner wants to perform an elegant combo. I think this is the most enjoyable point and the quintessence of this game. How to let a beginner play like that. This was fine-tuned very subtly. But it didn't take that long, because Don-san created this during the development phase of enemies and player characters. The majority of this is based on his talent.

YH If you simply make the enemy's HP lower and player's parameter higher... the difficulty of control is still the same. So it's not possible to enjoy the game. What should we do? Develop a function that allows people to play easily with one button! This is our answer to that problem. We have had this automatic mode since Devil May Cry, and now this system has been expanded.

NK I guess, if we make enemies softer and players harder, beginners will finish this game, but they will have only seen the same punch. They won't have seen Bayonetta's elegant action. So we wanted to enable them to do this. This is the main concept. And if we had tried to cater for both experts and beginners our concept would have been compromised. Therefore we developed a completely different concept for each one.

These kinds of players will play it once and see the ending. And it's possible that they will say, "Okay, that's enough," and won't play again.

NK I think that's okay. It's a bit like a DVD. There is no difficulty watching a DVD. The only possible difficulty is falling asleep. But if you beat sleepiness you can reach the end. But, in a game, there are hurdles on the way which can make a player drop out. You're dead. Game

over. But they think, "I bought this game. I want to finish." Now, there are many stories with big scenes, "And I want to enjoy them together with stage design." I believe there are players who think like that. It's our answer to this kind of user's needs: "I have fun when I can reach the end," while eating snacks. Hopefully as many people as possible will say, "Well, I want to play now without using easy automatic," and then they will discover the fascination of action games, or if they say "I'd like to play better," and come to our level, then we'll be happy. That is what we think.

So you more or less broaden the entry level?

YH Yes. It's us developers showing our care for the player. If we use the same difficulty adjustments as we did a few years ago, then we will only cater for the same players. We want as many players as possible to have fun. This is our answer... for an action game.

NK I believe the fascination of a game lies in the accomplishment of it. For me... probably down to the generation I belong to... this comes from overcoming its difficulties. Nowadays, there is more than a small group that thinks differently. They are the people who say "accomplishment is to see the ending." I think I have tailored this game to both these styles. And the most suitable way to do this was to separate these two game modes.

So that as many people as possible can enjoy it "normally"?

NK Right. For that reason, we made this quite comfortable. You can change the difficulty at the beginning of the stage. A long time ago I was more dogmatic, because I was young. I insisted that you could only choose normal mode first. If you played that and died a few times, then the easy mode would be unlocked. "Due to your technique, you qualify for easy mode." But now I think more flexibly; things like that are not necessary. So if you play and get stuck, you can go back to the very start of the stage and change the difficulty to easy. It's messy to start with a new game from the beginning again. If you play on easy for a bit and learn the ropes, then it's nice to be able to change back to normal mode. You can remove the automatic things any time you want. So it's good to remove them and play manually. Changing from automatic to manual is possible whenever you open the menu screen. So the player can try it out. On that score, we made all kinds of efforts to create a wide entry level.

This game has a lot of system-like accessories and so on. If you invent a new

game system, how do you ensure that the game balance is not upset? Just by playing it right through?

NK Yes, the only way is to play it entirely. This time, we have weapons and you can do an unlimited number of combinations. Well... we have many weapons, but coordinating these was really hard.

People are talking about the Hundred Kilgore technique (where you can perform rapid shots with the Lt. Col. Kilgore weapon). Did you leave this in the game on purpose or was that an accidental by-product?

NK Well, this is a... glitch (laughs). But I don't object to this technique. Because it's good for people to enjoy this game using their own style. You get your result at the end of the chapter, but no one has fun just playing in the most efficient way possible in order to get a high rating. I think this is a game where you should be able to have fun by playing with Bayonetta in whatever way you like. So if someone wants this sort of fire power, that's okay. I don't think it is a problem.

In Devil May Cry, there was the hidden... secret weapon, Sparda. Equip this and you couldn't use your devil trigger, but instead, your sword was a bit stronger. There was a special adjustment. It is quite tough equipment. Not so that you are stronger by fighting with it. I saw someone who fought with it like nothing. So insisting on fighting with this was his style. The resultant rank didn't matter. That was fun to me. We give them the game and the players should then play in whatever style they like.

Performing the perfect evade in order to attack is the concept of the game. Is this the initial idea behind the hidden character Zero? Where did this idea come from?

NK Hmm, there is only one thing that I can say about this. I didn't think that players would like to have a strong secret weapon. The only exception is the Climax Brace. Equip it and you can fight any time in boss mode. With this item, the player has the advantage when fighting. It's a party item. Like Super Dante in Devil May Cry and Super Joe in Viewtiful Joe. This is just like invulnerable Mario with star. Basically, you don't need a strong item as a reward for finishing the game, because the player has better technique. I think the player wants another challenge. Therefore, all secret weapons have an awkward side. The same thing goes for secret characters. Jeanne has drawbacks and advantages. She is a bit difficult. In some cases, she's

trickier to use than Bayonetta. And Zero is an extension of this.

Have your staff ever completed this game with Zero?

YH Yes, some have finished this game.

HK Yes, during the bug checking tests. It's the worst if the game stops during the ending. Therefore they did. But they did not play intensively with Zero. If we give the user something which can be finished...

...someone will?

HK Yeah, someone will (laughs).

YH I think the first idea was: "Zero looks funny, so let's put it into the game," something like that. Yes, Zero was in the game from the beginning of the development phase. And we said, "We would like to keep this until our gold master."

HK And it's still there.

So Zero survived because of its appearance?

YH Yes... just a joke within the team.

HK Zero was cute.

YH We all thought it looked funny and wanted to see this in the game. Then, we said: let's do it.

And if you put this character in, then there should be some limitations?

HK No point in doing things by halves.

YH That's his job, always.

HK I attach great importance to extra content. Often there is something like a mini-game. Like the Hunk mode in Resident Evil 2. The goal was to clear a game using a limited map. I personally don't like mini-games much. The player often doesn't enjoy them and they are out of proportion to the benefit. We put a lot of effort into the main part and people want to play this. When they see a mini-game, they play a bit and say "Oh, they included this sort of thing too," and leave it at that. Therefore I was thinking of changing it somehow. And then... this feeling... came out most strongly in Joe. When I worked on Joe, I prepared three hidden characters. In this case we had to take time and energy to create these characters properly. But you don't play with them in a small range of mini-games. You can play all seven stages of the main game... (or was it eight?) with the new character. Anyway, you can play the whole game again. Every time you get a new character, you can play the next round. You can enjoy the game from a different perspective. This method is more reasonable. I want to put in elements with which

players can play the main game with new feeling again, more than a mini-game. That's why I let Jeanne join. If you don't play with Bayonetta as the main character, there will be a totally different strategy for all stages. So you can play with Jeanne and Zero three times. This is more fun for players.

It was fun to see Jeanne in the event scenes.

HK It gives a new flavour. That is one of the highlights.

Surreally funny pictures.

HK And talking about secret weapons... one of my favourite games is Onimusha. I don't want Onimusha run down, but if you finish this game, you can play with the strongest sword in the next round. This made me unhappy. I thought, "Please kick me around, more!", because I was now a skilled player, so...

YH You wanted some sort of challenge.

HK I need more... things like...

YH A stick, (laughs)

HK A stick (laughs)!

A stick or dagger, something like that.

So one can say "That's insane!"

YH Why this weapon?!

HK What the hell?

The Handguns in Bayonetta, right?

HK Correct. But I went too far with it (laughs). In Devil May Cry, you can use the simple sword "Force Edge" from the beginning. So... I wanted a restriction in Onimusha. Therefore all weapons have their speciality.

You wanted the user to play this game again and again, so you created an unlock condition like "Finish 50 chapters"?

HK Well, yes. This weapon should appear when players think they have played intensively. Then they think "oops, I thought I played it a lot, but there is more?" We thought, how many chapters should they play that they can say "played a lot"? Was it 100 chapters? 100? So I said 100 chapters. Truth of matter is, we wanted to make a timed unlock like Tekken in Arcade.

YH Yes.

HK Around about... one week? Unlocking something after about one week would be great.

YH That was rejected for various reasons.

HK You could have then unlocked everything immediately by changing the date of the console. Unlocking with play time is not good, because

you don't have to do anything to make play time count. This is why the chapter number method provides the best method for triggering things to do for the player. First I thought 200 chapters, instead of 100. But all the staff said "no way".

YH They accused him. (laughs). Accusation and revilement

HK Okay then, 100.

Seven or more game rounds.

HK Quite normal for a game you like.

It was great to see that you need ten or more hours to complete the first round. But when you become an expert, you only need few hours.

HK So you could clear one in a day.

So for 100 chapters, you only need a week or so.

Not a good idea?

YH Maybe next time. (laughs)

HK It does not make sense to be anything other than generous. I want as many players as possible play the hidden features.

YH We believe we have prepared a lot of weapons and secrets so that they can play the main game again and again. Also costumes. We want people to play this game. This is important to us. Not only a mini-game, but something which comes back to the main game, so that players can enjoy it plenty of times by starting from the beginning.

We were surprised by the amount of weapons.

HK Indeed. (laughs)

Normally, this kind of content is available as a download.

YH I don't like the idea of download content, I mean, for this time, for Bayonetta. I wasn't keen on having downloadable content. And this is not an action game which expands with download contents. If it had had a major versus mode, we could have thought of additional content. We wanted to put everything into it. From the beginning of Bayonetta, we tried to include everything in the one package. It increases the user's satisfaction levels. They feel they are getting value for money.

HK Making one large firework. Buuum! And then it's over.

YH We don't need small fireworks spluttering afterwards. (laughs)

The philosophy of PG is to make original and new games. But players are now used to the system and would like

to face new challenges, new enemies and new stages. So is it possible to make a sequel?

HK First of all, it's not our policy to make original games. Our policy is to invent interesting games. And since PlatinumGames is new, we can only develop original games (laughs). So one way to create interesting games is to respond to players' requests. A sequel is one of the possibilities... I'd like to think about it if users do want to play. Of course we would like to do something different with the "Bayonetta" material. With the characters, world and story.

Isn't it a waste of potential, to use all these completed elements only for one product? And you said you would like to do something different. What could that be?

HK Well, it's not a specific game genre. I would like to expand Bayonetta's world. Like, what did Rodin do in the past? And the other characters too. Well, not Enzo. (laughs)

YH (laughs) We can't expand Enzo.

HK And the in-game story 500 years ago, well the side of the Sages is only described with Balder. As an enemy of Bayonetta. But what about the history from the viewpoint of the Sages. What about the vendetta 500 years ago? When I delve deeper, my imagination takes me to all sorts of places. I feel that I want to depict these somehow. Well, not just like Star Wars Clone Wars.

YH There could be many new heroes then. We could expand the story from this point of view.

HK The Sage Balder was evil. But not all Sages are. There should also be a story about the Sages. I mean, I've created material which I could expand as far as I want. Thinking about what kind of game could expand it... could map out these ideas. Well, it's more accurate to say, that I would rather expand the world than create a specific game.

And the best game genre would be an action game?

HK Let me think... no, I don't insist on it being an action game. Dozens of witches approaching you and you have to defend... perhaps a vertical shooting game. (laughs) A Sage going "bang, bang, bang bang!"

YH Please do that as downloadable game, (laughs)

HK Witches flying like this (poses like Superman) Flying in formation.

Could you imagine developing a game which is not Bayonetta but uses this world? As a downloadable game?

HK Well, we haven't planned anything in detail.

YH Nothing. But if we do, we would like to create something new which surprises players in a positive way. Something full of playfulness. Also no set ideas on genre. We want to surprise, like we have done with Bayonetta, positively. If we think "this genre will be more interesting" then we will choose that.

So you could suddenly do a MMO with it.

HK Anything is possible. At this moment, it's just a conversation between me and Hashimoto after a business trip, riding a Shinkansen, while we were drinking. (laughs) And we are a really small game studio. This company can't face it although we make a big story of it. It is still just a wish of ours.

But new ideas can be born from this kind of idle chatter, can they not? Ideas from Team Kamiya/Hashimoto?

HK Right.

YH In seven years, I think, maybe I will develop an action game in seven years.

You co-operate together every seven years?

HK What a long Olympic game.

YH When seven years are passed, I will say to him "Kamiya-san, it's time to do an action game." (laughs)

HK Talking about Bayonetta, I believe strongly that I have done everything I could. I have expended all my energy. The main point is... It's for me and also for Hashimoto. Devil May Cry 1 was released in 2001. Then, came many other action games... well, Devil May Cry become a series. Lots of games following the same or a similar genre were released. The only thing we could do is to watch with folded arms. During the development of Devil May Cry we talked a lot about our dreams, "next time, we want to do this." There were many things that we couldn't do in Devil May Cry 1. I couldn't do anymore and my passion had been stopped. But now, I could free all these agonizing feelings in one go. And of course we wanted to create the best product for gamers that we could produce. This feeling of accomplishment is now very strong.

YH Too big. I don't even want to think of a sequel. (laughs)

HK It's like I made a sissy and could empty my bowels completely like "bash!"

YH They can't print this interview (laughs)

HK Wow, my bowel is clear!

We sure can and will!

HK If you have had a great bowel movement, you can't have a shit anymore. That's our feeling. So great that you don't even need to wipe your ass. (laughs) Bumm! Even if you wipe, there will be nothing on your paper.

YH Just as I thought. (laughs)

So you think you have done everything you could do with the action game genre?

HK Yes we have.

So you can't even say "I should have done this"?

HK Sure there are small elements, I would like to introduce, or to stick in for detail, I wanted to adjust some points... things like that. But I don't have the impulse that I made Bayonetta with anymore... that feeling has gone. Completely.

If you wanted to expand the Bayonetta world, you may develop some kind of other game?

HK Yeah, maybe. But that isn't totally in our control. If a big guy in our company says "Do Bayonetta 2," then I have to. (laughs)

YH A vertical shooting game. (laughs)

HK That would be a big surprise. The game Monster Land. Developed by Weston, and released by Sega. The sequel is Monster Lair, a horizontal shooting game.

I couldn't believe it. "Whaaat?!"

Where is my Action RPG! (laughs)

YH So we shouldn't copy that. (laughs)

HK Who knows? Okay, I don't think that Bayonetta 2 is a vertical shooter.

So no horizontal?

HK Not horizontal either. But 3-D is possible.

You talked about Rodin's past. Have you created his history and background as well?

HK Well, I left all his story in Shinkansen together with an empty beer can. After talking a lot about him, I can't remember anything. We talked about some very awful things in Rodin's past.

YH It would have been very hairy if someone had recorded our conversation.

Something you remember?

HK Well, these things come from chatting. When we are serious about doing this we have to talk again about that. We will ask others, what do you think, what kind of man is Rodin? Then we will pick up the elements to shape his history. But at this time, there is really nothing.



Odette

スカート
白鳥の湖

タイツは
元の黒でも
いいかも。



Kulshedra

ん4
女王様



20- 珠の念珠

和装：江戸時代末期の20-40代女性らしい
お洒落に、珠の念珠を身に着ける。
お洒落：江戸時代末期の20-40代女性らしい
お洒落に、珠の念珠を身に着ける。

珠の念珠
お洒落



20- 珠の念珠

和装：江戸時代末期の20-40代女性らしい
お洒落に、珠の念珠を身に着ける。
お洒落：江戸時代末期の20-40代女性らしい
お洒落に、珠の念珠を身に着ける。

珠の念珠
お洒落



20- 珠の念珠

和装：江戸時代末期の20-40代女性らしい
お洒落に、珠の念珠を身に着ける。
お洒落：江戸時代末期の20-40代女性らしい
お洒落に、珠の念珠を身に着ける。

珠の念珠
お洒落



Rodin is very tired when he goes away to create a new weapon. What is he doing there?

HK He is fighting a fierce battle. For example for the Durga, Rodin must beat it very violently, make it submissive. Then he can put the Durga into a weapon and give it the order to work. So he is going away to have a "man-to-man conversation".

Talking with fists?

HK Yes.

YH All our staff were wondering about that. They were asking "So what about Rodin, what's happening with him?" (laughs)

HK For Bayonetta who is waiting there is just a 10 or 20 second delay. He goes away and comes back, but it's a matter of another world. In reality, he may have spent a lot more time, maybe two or three years, in the other world. He went on a long expedition, finally finding the Durga and bringing it back. Also this is my imagination, a story which I have made up just now. We discussed that we would like to depict all these details.

YH I talked to our staff and thought, ah, they are curious. The developer must get into the game or else no good ideas will come. We'd love to continue creating things like that. But this time, we have got it all done. Talk like this needs to be reserved for the next time.

HK I guess it's for me, Hashimoto and for our staff. It's not the post-fin of Bayonetta's finished story, that we would like to see. It is more the things we could not depict. You remember I mentioned the story about 500 years ago? About the Sage's side... or what Rodin did in the past. Sub-stories of the first part. This is what we are interested in. As a creator, I think it's more satisfying to go deeper into these themes. I hope, all players become interested in these [themes]. If players demand: "We want Bayonetta 2"; then it's my duty to attend to that need.

Please do!

HK We're talking like this now... but just you wait and see - it'll be "Announcing Bayonetta 2!" (laughs) in Famitsu next week! They will say "Hey, you're doing it!" There is nothing. Really. Sorry.

YH It would be a big surprise if there was an announcement and we didn't know anything about it. (laughs)

You make cutscenes with freeze-frame pictures. What was the intention behind this method?

HK A desperate measure. Let me tell you the inside story. When we did a cutscene for each scenario, it took 90

minutes. And due to our development schedule, we only had time for 60 minutes. So we wondered what we could do about the other 30 minutes. First and foremost, I didn't want to cut stories anymore. So I looked for a method which did not damage us financially and which fitted into Bayonetta's world. Instead, I thought "Is there any way of presenting this in Bayonetta's style?" And so this style was introduced. The basic story is that Luca is chasing after Bayonetta the whole time. The plot develops from this basic fact. This is used as an image. It's not a direct film of Luca, but likeness of his archive film. Luca's, or his father's. He tracks down various materials, analyzes them and makes a record. I came up with this method in order to express these things in one style.

It is a fast and interesting method of story telling. We aren't fond of idly long movie scenes.

HK I think, expressing things with movement isn't the be all and end all. I've depicted all scenes with action, which I wanted to show in motion. And it's not okay to present a doodling, talking scene. A more stylish performance makes scenes much more interesting. This is like our solution.

What we also wondered about in the cutscenes was the number on the film, like 48124BA. Do these have any meaning?

HK Wait...

YH There is a meaning? (laughs)

We thought this might be a secret command to input and tried them all out. But nothing happened.

HK Oh ha. The member of staff who did this... it was Takashima... I think, it has a meaning. What I've heard from Takashima is... the "PG003". He said, this is for "3rd game of Platinum-Games". A story behind a story. This 48... thing has some meaning too, sorry, I'll have to ask him.

Like super special moves?

HK Input directions depicted as keypad numbers? (laughs) In fact, about the film-like event scenes, I was told that this was down to money-matters, but when we worked on it, it was very troublesome. (laughs)

YH We started and it had nothing to do with cheap.

It took more time than you thought?

YH We did fine detailed tuning.

HK We began to create this style and it was getting interesting. So we tried to

attach importance to the wipe effects and made various patterns. Made the sound effects more realistic, and so on. It's not carried by graphics. In videos, you only have to use sound effects for the walking movements. In this style, it's just like an audio book. So we can use sounds to fire the imagination. I talked the staff into going for more sounds. As a result we choose this style and had to face huge quantities of work.

Did you work on all cutscenes first as render scenes and then made them into a film-like style?

HK Well, no. Our software staff kept trying and first only created these film effects. With frames which we can put real-time cutscenes in anytime. Therefore we don't need pre-rendered scenes and the costume change is also reflected in these cutscenes. A bit of a special method.

YH We also use this technology for the ending.

HK Ah, yeah.

YH Some scenes will zoom in, and will be playable.

We were shocked. "I have to concentrate during credits as well?"

HK They all say that you can't relax at anytime during this game. (laughs)

Pressing buttons during event scenes is quite okay, but doing that in the final scene!

HK It's what is called "quick time event". There are arguments for and against it. I put this into the game, because I was focused on repeated playing. Many players will fail the first time. That doesn't matter. I guess no one fails the second time round. That's okay. And... how should I say... Here you get a bonus by pressing at exactly the right time. Or by rapid triggering to gain a bonus. I can put a peti... a mini-game there. It's the first thing I wanted to do. These QTE-games... are sometimes like a "brain challenge". Press this, this, this, and this. Kind of like that. In most cases, the input is not connected to the on-screen happenings. But biting is similar to triggering. So I wanted to reflect this feeling in the game. Like "Hey, Gommorah, bite harder!" This is what I wanted to achieve. That's also the reason why you can't fail at summoning. No biting because you didn't trigger fast enough. That would be a bad surprise. **YH** You'd wonder "Why did I summon this?!" (laughs)

HK If you make an effort to bite, you will be rewarded for that. If you don't need the reward, you don't have to trigger. It's like that.

I thought, Hecatoncheir might succeed at volleyball the second time.

HK Actually, I wanted to structure the second time differently. But repeating a joke is quite okay. Personally, I love this summer. And the first appearance of Joy, the start of the dance battle. How can I put it... It's nonsense... not a gag. I love nonsense choreography. Someone may ask "Do they have to do a dance battle?" My answer is no, there is no particular reason, but "Why not? It's okay in this mood."

Is this the reason for the dance movie at the end?

HK Yes, the same reason. I didn't give much notice about wanting to do this.

YH Yes, this came out of nowhere. Suddenly, he began to perform a strange movement. So I asked him what it was and he replied "There is something

be replaced easily, because it doesn't influence the in-game data. Therefore I got them to put a dummy file on the final approval ROM. A dummy movie which we would replace once we had brushed up our movie. Then I gathered all the staff who had finished their main job and told them to create this movie. And we then put this into the game. An ultimate hidden technique.

YH It's nothing like a hidden technique. (laughs) It's like a normal working flow. They told you, this movie won't fit because of its size.

HK The DVD is really full. This time.

The only movies are... the title demo, Bayonetta's pole dance at the end, and the dancing video clip. That's all. All other cutscenes are in real time. But it's not just full because of the movie

everybody was working correctly according to the original schedule. They worked reluctantly. All this additional workload was done just by sheer manpower. So it's impossible to calculate the schedule in advance. Well, it's nothing I can boast about now.

YH At last, you are being responsible. (laughs)

Okay, we are looking forward to 2.

HK If you say so, we must keep trying.

YH In seven years time! (laughs)

HK Oh man!

Finally, what are your three favourite games of all time? You can name more if you like.

HK Firstly "The Legend of Zelda: A Link To The Past" for Super NES. This game should be displayed in museums, as one of humanity's treasures. It's planning is godlike. Have you played this game?

Sure. Many times through.

HK I've played several game rounds too. It's really beyond challenge. The second game is Gradius. I can't forget the impact Gradius had on me when I saw it the first time in an arcade. Saw the demonstration screen, before you insert a coin. There are some options and I thought "What the hell is this?!" Option itself was first introduced in Twinbee. In Gradius, some orange glowing things were tracing the player's movement. And that Shot which filled the whole screen! This firepower was...

YH Unbelievable.

HK Unbelievable. I didn't think the game could work. Firepower like that. Baaam. I thought "this game is incredible" when I saw that picture. And the background was, like stage 1, a vulcan, very photogenic. This world was so mysterious to me. Mountains are on the ground. But there was also ground on the upper side, with mountains. Old games were based on illusion. But Gradius had realistic graphics. Therefore I tried to apply a visual image based on reality to this game graphic. I asked myself "so what is it?" There is ground below. But there is also ground above. This landscape is only possible if you sliced a cave. The problem was, that you could see stars in the background. So it wasn't a cave.

YH Kind of art.

HK Yes, this is art. I was thinking of a gap between two planets in the universe. But the ground is wooded. So it's not in space since it was verdant. But air can't exist with this background. Therefore I couldn't

"The Legend of Zelda: A Link To The Past" for Super NES. This game should be displayed in museums, as one of humanity's treasures. It's planning is godlike.

which I haven't told you. I would like to insert a dance movie."

HK We recorded this movement while we were working on the motion capture. The ending scene is around about 3.5 minutes long. So I asked our dancer to bring a song that was 3.5 minutes long, to which she could dance easily. And I let her dance to this music. And we then created some ending music which fits this dance movie. We tailored the music to the high point of the dance afterwards matching its timing exactly. We completed the animation and then matched it to the length of the music. Then we did the credits. After that, I came to the main issue. "I want to make a dance video clip." The movie was completed after we had already stated bug checking, a phase during which we can't make changes to the game data. I used this in an underhand way. So I thought: "Well, that means, some of our staff..."

YH "...have nothing to do?"

HK "...have nothing to do."

YH But they had to work.

HK Of course they were busy. They had to do the bug check. (laughs) And this is the only scene with a pre-rendered movie. And movie data can

data. The main game data is really huge. One costume is 50MB and we got to a point where we were talking about reducing costumes.

YH You already did a diet but...

HK You can't sweat anymore. Nevertheless, I got the people from each section together for a meeting and told them "please delete unnecessary data." This applied to all sections. We identified what data wasn't needed and have pruned it bit by bit. And then we packed the data in tightly. It is so full.

YH A member of staff said that we might have to put it on two discs.

Because of a lack of data space?

YH I said "no way." I don't want to develop an action game with two discs.

HK Instead we've really crammed this DVD.

So we could enjoy a fantastic game.

HK That's something that I would be concerned about if I have to make Bayonetta 2. This first one was so full, and when I calculate a schedule with this workload... it would be an insane schedule. This time around we did not start out with such a schedule. I gave more and more work to them while

understand this world. Then something sparked in my head. "This game is amazing" - I was fascinated by it. I have played and played it intensively. And the next... The last game is "Space Harrier". This also had a mind-blowing impact on me. I saw it the first time in the magazine Beep, as covered in the opening article. This was the first... well maybe not the first... game with 65535, full colour graphics. I guess Hang On was the first game... for games by Sega. In Hang On, they used the board just experimentally and didn't use full colour. Space Harrier was the first attempt at full colour. Something like that was written in the article. So the imagery was very beautiful. And 3-D shooting... I loved 3-D shooting right from the beginning. This game was graphically one of the best of all 3-D shooting games. But I saw this only in the magazine's screenshots. So the first impression was just "a beautiful fantastic world". And then I saw the game the first time when I went to an arcade. I thought "no one can play this!" Like the bike

looked at you. All you see is a bloody iron pipe on the ground. The scene was filled with sense of tension and I wondered, what kind of masculine game is this? Then I started to play it.

HK Cody was looking to this side (Kamiya looking back)

YH That's it (laughs)

HK Cody turned around, with a clenched bloody fist. (laughs). This poster is great. Was it Yasuda-san who drew it?

YH Yes.

HK I don't really want to praise him, but this was great.

YH It was very good. Then I searched for this game and played it the whole time. I still love this game now.

HK I needed to talk with Hashimoto-kun at lunch break and went to find him. But he didn't acknowledge me at all, so I watched him for a bit and thought "ah, he's playing".

YH That was an imported PSP version and the last game is "Tactics Ogre". The atmosphere, the world and the visual style were fantastic. It was as hard and serious as a game can be. I

HK I just meant... you don't have to compete if you can trust someone. I don't know a lot about other creators, so I guess I will start arguing. But I have a long-term relationship with Takushu. We joined the company in the same year and I also know him personally. I have played Ace Attorney 1, 2 and 3, so I know what quality he can produce. I would be able to trust his choices completely. Even if a finished scenario is like bullshit, I could accept it, as long as it was under his authority. If it was Shu Takumi, I could do it.

YH So it's impossible. (laughs)

HK Why is that? Who knows?!

YH I meant Matsuno-san.

HK Ah, Matsuno-san. Sorry, I don't know much about him, but I can imagine that he is quite obsessive.

YH He (Kamiya-san) can write a scenario.

HK I don't think so.

YH Well, I think, you can.

HK I'd like to work with Shu Takumi.

YH It's possible, I guess.

I want you all to challenge your limits and master this game.

race in Tron. I thought "I could never play it while I was watching the movie. Tack, tack, tack! No normal human being can react so quickly. A visual just like that. One object came after other object from interior with high speed. And one player was playing this game. I watched him from behind. It was so incredible, that I thought "This must be the final stage." I just thought "I'll never reach that level." Then I inserted a coin to play, and saw, this stage was just the second stage. (laughs) "These graphics were already in the second stage?!" The first stage was also great! That had a big impact on me. I put all my respect into Bayonetta this time. That's all.

YH I've often heard about this title.

Each time you talk about that, you mention this game. For me, the first one is "The Legend of Zelda: A Link To The Past", just like him. It's a fantastic game. So fantastic that I can't say anything else other than "fantastic game." The next is "Final Fight".

HK He says that every time. (laughs)

YH It just happened that I was in an arcade. I did not go to arcades much at that time. I saw a poster on the wall there and this poster was so cool. Normally, someone is looking at the viewer, but on this poster, no one

love this game so much. I played this game 'til the end of Super NES. Also while changing to the PlayStation generation. Until the very last phase of Super NES.

HK You really mean that you like "Tactics Ogre" not "Ogre Battle"? You like "Tactics Ogre" more?

YH I like "Ogre Battle" too, but it is too unreasonable. (laughs) You can't finish it playing in a regular fashion. (laughs)

Well, Yasumi Matsuno did work on MadWorld. Is it possible that you two are going to work together with him sometime?

YH Well, let's see. If I get a chance...

HK I raise sand when I work with other people, so I don't think so.

YH That is a quite misleading statement. (laughs) I think he means "with other game creators".

HK It's impossible for me to work together with other obsessive people. You start to compete?

HK Definitely! Wait, the only creator with whom I could work with is Shu Takumi.

The creator of "Phoenix Wright: Ace Attorney".

HK "Ace Attorney". But I don't know what he...

YH He is going to say no (laughs).

Please give a message to the fans who bought this Limited Collector's Edition Game Guide.

HK I've said this before for Devil May Cry, but this game is like a letter of challenge to players. I think, a game for hard core-players is now quite valuable. On this occasion, I would like you players to rise to this challenge. This is our letter of challenge to you, but when you receive it and hone your skills, our challenge-letter will change one day into a challenge to yourself. I want you all to challenge your limits and master this game.

YH Me too! You've said what I wanted to say.

HK Hey, hey, hey. Those were my words!

YH We have packed this game with many elements. And there will be information which you won't understand by looking on the internet. If so, please read the guide, then go back to the game and play it again. I want you to dive into this game a number of times. We hope you will love Bayonetta for many years to come.

Lt.col
 Kilgore

地獄の
黙示録.



Bayonetta
 首ver.

首ver.
"スリム"な
"スリム"な
"スリム"な



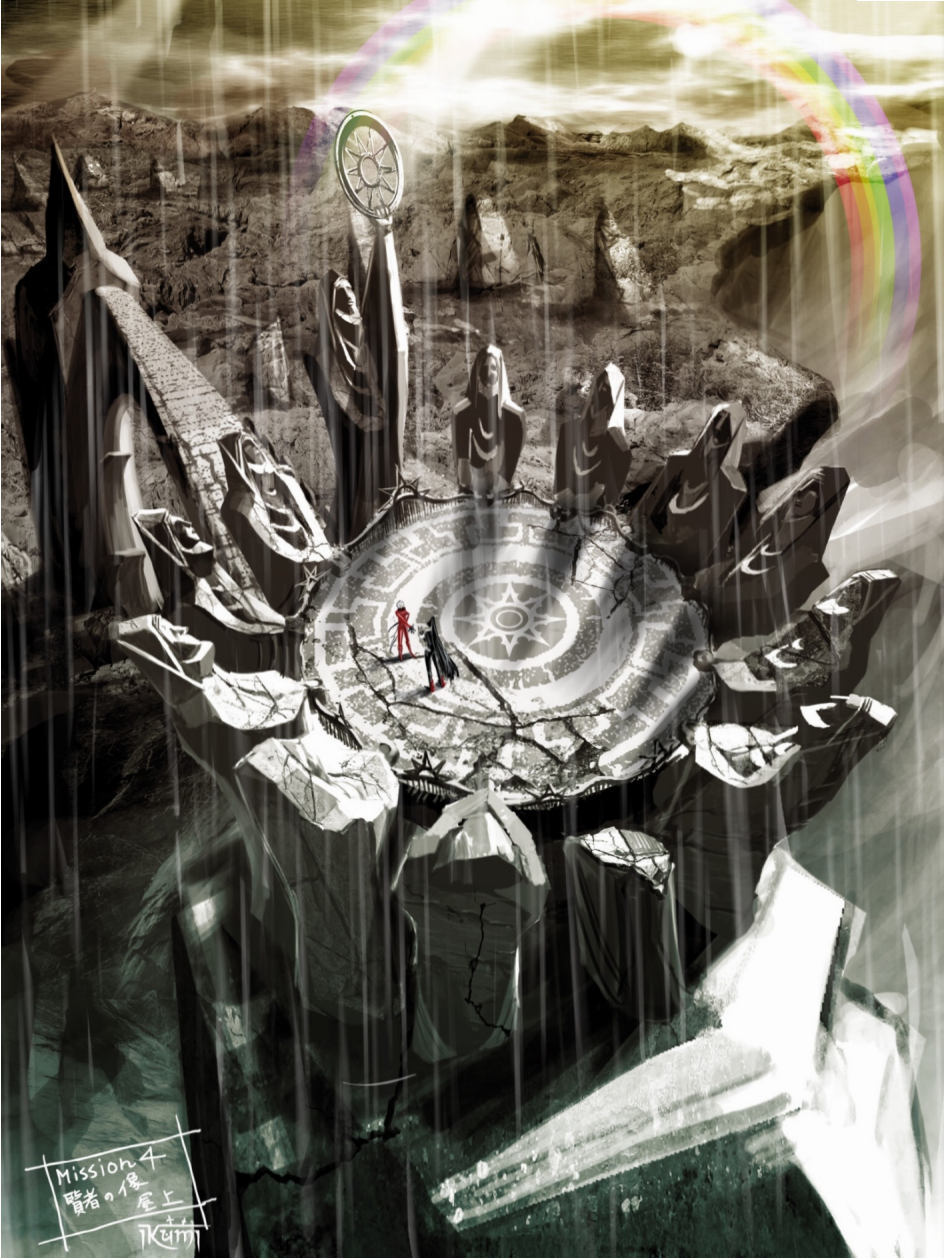
スリムな
首ver.
"スリム"な
"スリム"な
"スリム"な

スリム
"スリム"な
"スリム"な
"スリム"な

Bayonetta

複雑な境遇からして
おどろき超絶戦術的だと思ふ...
メガネやチヤ
仮面.
母の形見.





Mission 4
賢者の像

全上
KUMI

Index

Page numbers in red denote content from the Secrets chapter and might contain spoilers!

Accessories	26, 358, 367	Decorations	216	Joy	236	Shiva's Impact (Party)	310
Achievements	389	Deflect Projectiles	216	Juliebus	280	Shiva's Revenge (Perfect Party)	310, 361
Aerial Combos	299, 318	Demonic Writing	401	Jump Cancel	318	Shotgun Blast	318
Affinity	199	Difficulty Levels	12	Jumping	19, 292	Shuruba	27, 327
After Burner Kick	313	Dodge Offset	25, 305, 317	Justice	185, 243	Shura	332
Air Dodge	20, 311	Double Jump	292	K		Special Techniques	296
Altheim Portals		Durga	28, 320, 334	Katsura Iai-Jutsu	329	Special Techniques	26, 311
Angel Arms	29, 308, 310, 354	Enrage Eggs		Kilgore	28, 339	Stagger	296
Angel Attack	16	Enchant	415	Kinship	240	Stairway to Heaven	296
Angel Slayer	372, 374	Enraged Enemies	24	Kiss Effect	292	Star of Dineta	360
Angelic Halberd	29, 354	Enraged Status	308	Knockdown	296	Step-Off (With Float)	292
Angelic Hymns	21	Entertainment References	402	Kulshedra	28, 319, 331	Stilto	319, 322
Angelic Spear	29, 354	Eternal Testimony	362	L		Sting Feathers	339
Angelic Writing	401	Evasion	19, 293, 316	Launcher	296	Stun	215
Applaud	204	Evil Harvest Rosary	360	Leaderboards	339	T	
Arclor	207	F		Lightning Claws	31, 357	Taunt-Off	318
B		Fairness	220	Lightning Pulse	338	Taunting	24, 309, 406
Balder	275	Fairness & Fearless	220	Loading	12	Techniques	26, 311, 367
Barrage	296	Father Balder	275	Loading Screen	14	Temperance	157, 162, 242
Bat Within	19, 314	Fearless	220	Lock-On	292	Temperata	260
Battle Horn	29, 355	Files	15	Lt. Col. Kilgore	28, 339	Tetsuzanju	312
Battle Trumpet	29, 354	Fire Claws	31, 356	M		The Gates of Hell	15, 367
Bazillions	351	Flail	30, 355	Magic	23	Torture Attacks	24, 310
Beast Forms	20	Fortitudo	255	Magic Gauge	309	Treasures	367
Beast Phasing	316	G		Moon of Mahaa-Kalaa	361	Trip	296
Beast Within	314, 317	Game Screen	360	N		Trophies	389
Beloved	210	Gates of Hell, The	15, 367	New Game	12	Tutorial	12
Bow-Sword	30, 355	Gaze of Despair	360	O		Umbran Arts	295, 314
Bracelet of Time	362	Glorious	280	Odette	28, 342	Umbran Portal Kick	314
Braves	214	Gloom	225	Onyx Roses	27, 325	Umbran Portal Trick	318
Breadknead	312	Golem	225	Parthenon Form	20	Umbran Spear	315, 317, 320
Bullet Climax	303	Golem Walls	16	Party (Shiva's Impact)	310	Umbran Tails of Blood	20, 339
C		Grace	225	Perfect Party (Shiva's Revenge)	310, 361	Unlockables	366
Camera	19	Grace & Glory	225	Pillow Talk	349	V	
Catfight Claw	314	Gracious	228	Platinum Ticket	372	Verse Ranking	32
Chainray	31, 357	Gracious & Glorious	228	Play History	17	Victories	32
Chapters	14	Great Ave	30, 356	Practice Mode	14, 297	W	
Climax Brace	363	Great Sword	30, 356	Preset Combos	297	Wall Jump	19
Collectibles	20	H		Production Versions	323	Wall Hammer	30, 356
Combat	23	Halo Bonus	308	Prudence	188, 243	Weapon Combining	323
Combo Examples	301, 319	Halo Farming	359	Puley's Butterfly	359	Weapon Uses	323
Combo Multiplier	307	Handguns	493	Punish Attacks	24, 302	Weapon Switching	323
Combo Points	306	Harmony	230	Q		Weapons	27, 322, 367
Combo Timer	306	Health	23	Quick Time Events	16	Wicked Feet	305
Combo Total Calculation	308	Heat Side	311	OTE	16	Wicked Pound	305
Combos	25	Heel Stomp	312	R		Wicked Punch	304
Concotions	22	Hidden Verses	14	Ranking	32	Wicked Punt	305
Consumables	21	I		Rapid Fire	302, 325	Wicked Stomp	305
Costumes	388	Ice Barrage	344	Religious References	401	Wicked Trickery	305
Courage	157, 242	Immortal Marionette	363	Rockets	242	Wicked Trivia	304
Crow Form	20	Infernal Communicator	358	Rodin	373	Wicked Weaves	25, 304
Crow Within	315	Infernal Demos	26	S		With Bomb	301
Crows	20	Input Delay	297	Sai	347	With Float (Step-Off)	19, 292
Cyclone Feathers	315	Inspired	232	Sapientia	271	With Hearts	23
Cycoline / Sting Feathers	315	Inventory	15	Saving	12	With Time	16
D		Irenic	356	Scarborough Fair	27, 324	With Time	19, 294
Damned Souls	336, 395	Items	15, 20, 22, 33	Score Reduction Penalty	307	With Time Points	307
Dear	216	Iustitia	261	Scoring System	306	With Twist	313
Dear & Decorations	216	S		Selenia's Light	259	Z	
DeathL	33	Jeannie	358	Serpy's Lyrer	358	Zero: King of Little Devils	372

Movie Codes

A special feature of selected Future Press game guides – including this one – are Movie Codes. Many strategies, techniques and tricks are tagged with a movie code consisting of a four- or five-digit number. Enter this number on our website, and a movie pops up, allowing you to see the referenced topic in motion.

This is how it works:

1

CREATE AN ACCOUNT

Create an account at FuturePress.com
(if you haven't already).

2 CONNECT YOUR GUIDE TO YOUR PROFILE

2 Log in and click on "MY PROFILE":
Enter the unique **BOOK REGISTRATION CODE**
found on this page and click "REGISTER". Your
Bayonetta guide is now connected with your
account. Note: You have to do this only once.

3

WATCH BAYONETTA MOVIES

Movie Code
04 98

BOOK REGISTRATION CODE

FUTUREPRESS

BAYONETTA - The Official Guide

is produced and published by

Future Press

Verlag und Marketing GmbH
Barmbeker Straße 5a
22303 Hamburg, Germany
www.future-press.com

Managing Directors

Frank Glaser
Jörg Kraut

Producer

Frank Glaser

Senior Editor

Wil Murray

Authors

Bruce Byrne
Chris Andrews
Saurian Dash

Editors

Yohei Takaya
Carol Aggett
Hirofumi Yamada
Trevor Howell

Creative Director

Jörg Kraut

Designer

Jasmin Dahncke

Illustrations

Wil Murray

LAYOUT

Hanno Meier

Production Assistants

Sven Kanth
Tobias Koch
Jean-Reiner Jung
Martin Adler

Special thanks to

Hideki Kamiya, Yusuke Hashimoto and the entire team at PlatinumGames. Also thanks to SEGA OF JAPAN and SEGA EUROPE for their great support.

Thanks to our partners, friends and families

Antoine Bailly, Charlie Fenby, Daren Booth, David Bugden, Florent Moreau, Geoffroy Marty, Géraldine Saint-Louis, Hiro Yamada, Isabelle Connuel, Jean Bury, Jane Best, Jane Noble, Karen Cheslett, Matt Wadley, Patrick Melchior, Peter Chan, Priscille Demoly, Richard Deavall, Roman Huber, Stefan Apelt, Thomas Rickal, Ulrich Mühl

Alex Glaser, Cindy Miner, Kathleen Murray, Katja Gerber, Lea Glaser, Lisa Andrews, Patrick Murray

© SEGA, the SEGA logo and Bayonetta are registered trademarks of SEGA Corporation. Developed by PlatinumGames Inc.

© 2010 Future Press Verlag und Marketing GmbH

All rights reserved, including the right of reproduction in whole or in part in any form.

ISBN 978-3-86993-075-6



KBC GUIDES

RAYONETA

